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HOYLE'S GAMES IMPROVED;

Being PRACTICAL TREATISES on

Whist,	Tennis,
Quadrille,	Quinze,
Piquet,	Hazard,
Chess,	Lansquenet,
Back-Gammon,	Billiards,
Draughts,	AND
Cricket,	Goff or Golf:

In which are contained,

The Method of BETTING at THOSE GAMES upon equal or advantageous Terms;

INCLUDING

The LAWS of each, as settled and agreed to, at BROOKES's, WHITE's, D'AUBIGNY's, the SCAVOIR VIVRE, MILES's, PAYNE's, and other Fashionable Houses &c.

Revised and corrected by CHARLES JONES, Esq.

A NEW EDITION enlarged.

LONDON:

Printed for J. F. and C. RIVINGTON, T. PAYNE and SON, R. BALDWIN, B. LAW, W. GOLDSMITH, W. LOWNDES, E. NEWBERY, S. BLADON, G. and T. WILKIE, and C. STALKER. 1790.

BRITISH MUSEUM
28 MAR 17

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THE

THE GAME OF WHIST.

THIS Game is played by four Perſons, who cut the Cards to ſettle the Partners; thoſe who cut the two higheſt Cards, are Partners againſt thoſe who cut the two loweſt. The Perſon who cuts the loweſt Card is entitled to the Deal. In cutting, the Ace is accounted the loweſt.

Each Perſon has a Right to ſhuffle the Cards before the Deal, and the elder Hand ought to ſhuffle them laſt, excepting the Dealer.

The Deal is made by having the Pack cut by the Right-hand Adverſary, and the Dealer is to diſtribute the Cards, one at a Time, to each of the Players, beginning with the Left-hand Adverſary, till he comes to the laſt Card, which he turns up, being the Trump, and leaves it on the Table till the firſt Trick is played.

No one, before his Partner plays, may inform him that he has, or has not won the Trick; even the Attempt to take up a Trick, tho' won

before the laſt Partner has played, is deemed very improper. No Intimations of any Kind during the Play of the Cards between Partners are to be admitted. The Miſtake of one Party is the Game of the Adverſary. However there is one Exception to this Rule, which is in caſe of a Revoke: If a Perſon happens not to follow Suit, or trump a Suit, the Partner is indulged to make Enquiry of him, whether he is ſure he has none of that Suit in his Hand: This Indulgence muſt have ariſen from the ſevere Penalties annexed to Revoking, which affect the Partners equally, and it is now univerſally admitted.

The Perſon on the Dealer's left Hand is called the elder Hand, and plays firſt; and whoever wins the Trick, becomes elder Hand, and plays again; and ſo on till all the Cards are played out. The Tricks belonging to each Party ſhould be turned and collected by the reſpective Partner of whoever wins the firſt Trick in every Hand. The Ace, King, Queen, and Knave of Trumps, are called Honours; and when either of the Parties has in his own Hand, or between himſelf and his Partner, three Honours, they count two Points towards the Game; and in caſe they ſhould have the four Honours, they count four Points. Ten Points make the Game.

THE EDITOR.

MR. HOYLE's GAME AT WHIST.

TWENTY-FOUR SHORT RULES *for* LEARNERS.

I. ALWAYS lead from your ſtrong Suit.

II. Lead through an Honour when you have a good Hand.

III. Lead through the ſtrong Suit, and up to the weak.

IV. Lead a Trump if 4 or 5, and you have a good Hand.

V. Sequences are eligible Leads, and begin with the higheſt.

VI. Follow your Partner's Lead, not your Adverſary's.

VII. Do not lead from Ace, Queen.

VIII. Avoid leading an Ace unleſs you have the King.

IX. Never lead a thirteenth Card unleſs Trumps are out.

X. Nor trump a thirteenth Card, except laſt Player.

XI. Play your beſt Card third Hand.

XII. When in Doubt, win the Trick.

XIII. When you lead ſmall Trumps, begin with the higheſt.

XIV. Do not trump out, when your Partner is likely to trump a Suit.

XV. If you hold only ſmall Trumps, make them when you can.

XVI. Make your Tricks early, and be careful of fineſſing.

XVII. Be ſure to make the odd Trick when in your Power.

XVIII. Never force your Adverſary with your beſt Card, unleſs you have the next beſt.

XIX. If only one Card of any Suit, and but 2 or 3 ſmall Trumps, lead the ſingle Card.

XX. Always keep a commanding Card to bring in your ſtrong Suit.

XXI. In your Partner's Lead, endeavour to keep the Command in his Hand.

XXII. Keep the Card you turn up as long you conveniently can.

XXIII. If your Antagoniſts are 8, and you have no Honour, play your beſt Trump.

XXIV. Always conſider your Score, and play your Hand accordingly.

GENERAL RULES *for* BEGINNERS.

I. WHEN you lead, begin with the beſt Suit in your Hand; if you have a Sequence of King, Queen, and Knave, or Queen, Knave, and Ten, they are ſure Leads, and never fail gaining the Tenace to yourſelf or Partner in other Suits: Begin with the higheſt of the

the Sequence, unleſs you have 5 in Number; in that Caſe, play the loweſt (except in Trumps, when you muſt always play the higheſt) in order to get the Ace or King out of your Partner's or Adverſary's Hand, by which means you make Room for your Suit.

II. If you have 5 of the ſmalleſt Trumps, and not one good Card in the other Suits, trump out; which will have this good Conſequence at leaſt, to make your Partner the laſt Player, and by that Means give him the Tenace.

III. If you have 2 ſmall Trumps only, with Ace and King of two other Suits, and a Deficiency of the fourth Suit, make as many Tricks as you can immediately; and if your Partner refuſes either of your Suits, do not force him, becauſe that may weaken his Game too much.

IV. You need ſeldom return your Partner's Lead immediately, if you have good Suits of your own to play, unleſs it be to endeavour to ſave or win a Game: What is meant by good Suits, is, in caſe you ſhall have Sequences of King, Queen, and Knave, or Queen, Knave, and Ten.

V. If you have each 5 Tricks, and you are aſſured of getting 2 Tricks in your own Hand, do not fail winning them, in Expectation of ſcoring 2 that Deal; becauſe if you loſe the odd Trick, it makes 2 Difference, and you play 2 to 1 againſt yourſelf.

An Exception to the foregoing Rule is, when you ſee a Probability either of ſaving your Lurch

or winning the Game, in either of which Caſes you are to riſk the odd Trick.

VI. When you have a Probability of winning the Game, always riſk a Trick or two, becauſe the Share of the Stake, which your Adverſary has by a new Deal, will amount to more than the Point or two which you riſk by that Deal.

The foregoing Caſe refers to 1, 2, 3, 4, 5, 6, in pages 18, 19, 20.

VII. If your Adverſary is ſix or ſeven Love, and you are to lead, your Buſineſs in that Caſe is to riſk a Trick or two, in Hopes of putting your Game upon an Equality; therefore, admitting you have the Queen or Knave, and 1 other Trump, and no good Cards in other Suits, play out your Queen or Knave of Trumps; by which Means you will ſtrengthen your Partner's Game, if he is ſtrong in Trumps; if he is weak, you do him no Injury.

VIII. If you are four of the Game, you muſt play for an odd Trick, becauſe it ſaves one half of the Stake which you play for; and, in order to win the odd Trick, though you are pretty ſtrong in Trumps, be cautious how you trump out. What is meant by Strength in Trumps, is, in caſe you ſhould have 1 Honour and 3 Trumps.

IX. If you are 9 of the Game, and though very ſtrong in Trumps, if you obſerve your Partner to have a Chance of trumping any of your Adverſary's Suits; in that Caſe do not trump out, but give him an Opportunity of trumping thoſe Suits. If your Game is ſcored 1, 2, or 3, you muſt play the Reverſe; and alſo at 5, 6, or 7; becauſe, in

theſe

theſe two laſt recited Caſes, you play for more than 1 Point.

X. If you are laſt Player, and find that the third Hand cannot put on a good Card to his Partner's Lead, admitting you have no good Game of your own to play, return the Lead upon the Adverſary; which gives your Partner the Tenace in that Suit, and often obliges the Adverſary to change Suits, and conſequently gains the Tenace in that new Suit alſo.

XI. If you have Ace, King, and four ſmall Trumps, begin with a ſmall one; becauſe it is an equal Wager that your Partner has a better Trump than the laſt Player: if ſo, you have three Rounds of Trumps; if not, you cannot fetch out all the Trumps.

XII. If you have Ace, King, Knave, and three ſmall Trumps, begin with the King, and then play the Ace (except one of the Adverſaries refuſes Trumps) becauſe the Odds is in your Favour that the Queen falls.

XIII. If you have King, Queen, and four ſmall Trumps, begin with a ſmall one, becauſe the Odds is on your Side that your Partner has an Honour.

XIV. If you have King, Queen, Ten, and three ſmall Trumps, begin with the King, becauſe you have a fair Chance that the Knave falls in the ſecond Round, or you may wait to fineſſe your Ten upon the Return of Trumps from your Partner.

Refers to Caſe 1, 2, 3, in page 21.

XV. If you have Queen, Knave, and four ſmall Trumps, begin with a ſmall one, becauſe the Odds is in your Favour that your Partner has an Honour.

XVI. If you have Queen, Knave, Nine, and three ſmall Trumps, begin with the Queen, becauſe you have a fair Chance that the Ten falls in the ſecond Round; or you may wait to fineſſe the Nine.

Refers to Caſe 1, 2, 3.

XVII. If you have Knave, Ten, and four ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XVIII. If you have Knave, Ten, Eight, and three ſmall Trumps, begin with the Knave, in order to prevent the Nine from making a Trick, and the Odds are in your favour that the three Honours fall in two Rounds.

XIX. If you have ſix Trumps of a lower Denomination, you are to begin with the loweſt, unleſs you ſhould have Ten, Nine, and Eight, and an Honour turns up againſt you; in that Caſe, if you are to play through the Honour, begin with the Ten, which obliges the Adverſary to play his Honour to his Diſadvantage, or leave it in your Partner's Option, whether he will paſs it or not.

XX. If you have Ace, King, and three ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXI. If you have Ace, King and Knave, and two ſmall Trumps, begin with the King, which, next to a moral Certainty, informs your Partner that

that you have Ace and Knave remaining; and by putting the Lead into your Partner's Hand, he plays you a Trump, upon which you are to fineſſe the Knave, and no ill Conſequence can attend ſuch Play, except the Queen lies behind you ſingle.

Refers to Caſe 1, 2, 3, in page 21.

XXII. If you have King, Queen, and three ſmall Trumps, begin with a ſmall one, for the aſſigned Reaſons in N° 15.

XXIII. If you have King, Queen, Ten, and two ſmall Trumps, begin with the King, for the Reaſons aſſigned in N° 21.

XXIV. If you have the Queen, Knave, and three ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXV. If you have Queen, Knave, Nine, and two ſmall Trumps, begin with the Queen, for the Reaſons aſſigned in N° 16.

XXVI. If you have Knave, Ten, and three ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXVII. If you have Knave, Ten, Eight, and two ſmall Trumps, begin with the Knave, becauſe in two Rounds of Trumps it is Odds but that the Nine falls; or, upon the Return of Trumps from your Partner, you may fineſſe the Eight.

XXVIII. If you have five Trumps of a lower Denomination, it is the beſt Play to begin with the loweſt, unleſs you have a Sequence of Ten, Nine, and Eight; in that Caſe begin with the higheſt of the Sequence.

XXIX. If you have Ace, King, and two ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXX. If you have Ace, King, Knave, and one ſmall Trump, begin with the King, for the Reaſons aſſigned in N° 21.

XXXI. If you have King, Queen, and two ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXXII. If you have King, Queen, Ten, and one ſmall Trump, begin with the King, and wait for the Return of Trumps from your Partner, when you are to fineſſe your Ten, in order to win the Knave.

XXXIII. If you have Queen, Knave, Nine, and one ſmall Trump, begin with the Queen, in order to prevent the Ten from making a Trick.

XXXIV. If you have Knave, Ten, and two ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXXV. If you have Knave, Ten, Eight, and one ſmall Trump, begin with the Knave, in order to prevent the Nine from making a Trick.

XXXVI. If you have Ten, Nine, Eight, and one ſmall Trump, begin with the Ten, which leaves it in your Partner's Diſcretion, whether he will paſs it or not.

XXXVII. If you have Ten, and three ſmall Trumps, begin with a ſmall one.

Some PARTICULAR RULES *to be obſerved.*

I. IF you have Ace, King, and four ſmall Trumps, with a good Suit, you muſt play three Rounds of Trumps, otherwiſe you may have your ſtrong Suit trumped.

II. If you have King, Queen, and four ſmall Trumps, with a good Suit, trump out with the King, becauſe when you have the Lead again, you will have three Rounds of Trumps.

III. If you have King, Queen, Ten, and three ſmall Trumps, with a good Suit, trump out with the King, in Expectation of the Knave's falling at the ſecond Round; and do not wait to fineſſe the Ten, for Fear your ſtrong Suit ſhould be trumped.

IV. If you have Queen, Knave, and three ſmall Trumps, with a good Suit, trump out with a ſmall one.

V. If you have the Queen, Knave, Nine, and two ſmall Trumps, with a good Suit, trump out with the Queen, in Expectation of the Ten's falling at the ſecond Round; and do not wait to fineſſe the Nine, but trump out a ſecond Time, for the Reaſon aſſigned in Caſe III. in this Chapter.

VI. If you have Knave, Ten, and three ſmall Trumps, with a good Suit, trump out with a ſmall one.

VII. If you have Knave, Ten, Eight, and two ſmall Trumps, with a good Suit, trump

out with the Knave, in Expectation of the Nine's falling at the ſecond Round.

VIII. If you have Ten, Nine, Eight, and one ſmall Trump, with a good Suit, trump out with the Ten.

PARTICULAR GAMES, *and the Manner in which they are to be played.*

I. SUPPOSE you are elder Hand, and that your Game conſiſts of King, Queen, and Knave of one Suit; Ace, King, Queen, and two ſmall Cards of another Suit; King and Queen of the third Suit, and three ſmall Trumps: *Query*, How is this Hand to be played? You are to begin with the Ace of your beſt Suit (or a Trump) which informs your Partner that you have the Command of that Suit; but you are not to proceed with the King of the ſame Suit, but you muſt play a Trump next; and if you find your Partner has no Strength to ſupport you in Trumps, and that your Adverſary plays to your weak Suit, *viz.* the King and Queen only, in that Caſe play the King of the beſt Suit; and if you obſerve a Probability of either of your Adverſaries being likely to trump that Suit, proceed then and play the King of the Suit of which you have King, Queen, and Knave. If it ſhould ſo happen, that your Adverſaries do not play to your weakeſt Suit, in that Caſe, though apparently your Partner can give you no Aſſiſtance

ance in Trumps, purſue your Scheme of trumping out as often as the Lead comes into your Hand: By which Means, ſuppoſing your Partner to have but two Trumps, and that your Adverſaries have four each, by three Rounds of Trumps, there remain only two Trumps againſt you.

II. *Elder Hand.*

Suppoſe you have Ace, King, Queen, and one ſmall Trump, with a Sequence from the King of five in another Suit, with four other Cards of no Value. Begin with the Queen of Trumps, and purſue the Lead with the Ace, which demonſtrates to your Partner, that you have the King: And as it would be bad Play to purſue Trumps the third Round, till you have firſt gained the Command of your great Suit; by ſtopping thus, it likewiſe informs your Partner that you have the King, and one Trump only remaining; becauſe, if you had Ace, King, Queen, and two Trumps more, and Trumps went round twice, you could receive no Damage by playing the King the third Round. When you lead Sequence, begin with the loweſt, becauſe if your Partner has the Ace he plays it, which makes Room for your Suit. And ſince you have let your Partner into the State of your Game, as ſoon as he has the Lead, if he has a Trump or two remaining, he will play Trumps to you, with a moral Certainty that your King clears your Adverſaries Hands of all their Trumps.

III. *Second Player.*

Suppoſe you have Ace, King, and two ſmall Trumps,

Trumps, with a Quint-Major of another Suit; in the third Suit you have three ſmall Cards, and in the fourth Suit one. Your Adverſary on your Right-hand begins with playing the Ace of your weak Suit, and then proceeds to play the King: In that Caſe, do not trump it, but throw away a loſing Card, and if he proceeds to play the Queen, throw away another loſing Card; and do the like the fourth Time, in Hopes your Partner may trump it, who will in that Caſe play a Trump, or will play to your ſtrong Suit. If Trumps are played, go on with them two Rounds, and then proceed to play your ſtrong Suit; by which Means, if there happens to be four Trumps in one of your Adverſaries Hands, and two in the other, which is nearly the Caſe, your Partner being entitled to have three Trumps out of the nine, conſequently there remain only ſix Trumps between the Adverſaries; your ſtrong Suit forces their beſt Trumps, and you have a probability of making the odd Trick in your Hand only; whereas if you had trumped one of your Adverſaries beſt Cards, you had ſo weakened your Hand, as probably not to make more than five Tricks without your Partner's Help.

IV. Suppoſe you have Ace, Queen, and three ſmall Trumps; Ace, Queen, Ten, and Nine of another Suit; with two ſmall Cards of each of the other Suits: Your Partner leads to your Ace, Queen, Ten, and Nine; and as this game requires rather to deceive your Adverſaries, than to inform your Partner, put up the Nine, which naturally leads the

the Adverſary to play Trumps, if he wins that Card. As ſoon as Trumps are played to you, return them upon your Adverſary, keeping the Command in your own Hand. If your Adverſary, who led Trumps to you, puts up a Trump which your Partner cannot win, if he has no good Suit of his own to play, he will return your Partner's Lead, imagining that Suit lies between his Partner and yours: If this Fineſſe of yours ſhould ſucceed, you will be a great Gainer by it, but ſcarcely poſſible to be a Loſer.

V. Suppoſe you have Ace, King, and three ſmall Trumps, with a Quart from a King, and two ſmall Cards of another Suit, and one ſmall Card to each of the other Suits; your Adverſary leads a Suit of which your Partner has a Quart-Major; your Partner puts up the Knave, and then proceeds to play the Ace: You refuſe to that Suit, by playing your looſe Card; when your Partner plays the King, your Right-hand Adverſary trumps it, ſuppoſe with the Knave or Ten, do not over-trump him, which may probably loſe you two or three Tricks by weakening of your Hand: But if he leads to the Suit of which you have none, trump it, and then play the loweſt of your Sequence, in order to get the Ace either out of your Partner's or Adverſary's Hand; which accompliſhed, as ſoon as you get the Lead, play two Rounds of Trumps, and then proceed to play your ſtrong Suit. Inſtead of your Adverſary's playing to your weak Suit, if he ſhould play Trumps, do you go on with them two Rounds, and then proceed to get the Command of your

your ſtrong Suit. But you will ſeldom find this laſt Method practiſed, except by moderate Players.

Games to be played, with certain Obſervations, whereby you are aſſured that your Partner has no more of the Suit played either by yourſelf or him.

I. SUPPOSE you lead from Queen, Ten, Nine, and two ſmall Cards of any Suit, the ſecond Hand puts on the Knave, your Partner plays the Eight: in this Caſe, you having Queen, Ten, and Nine, it is a Demonſtration, if he plays well, that he can have no more of that Suit. Therefore, by that Diſcovery, you may play your Game accordingly, either by forcing him to trump that Suit, if you are ſtrong in Trumps, or by playing ſome other Suit.

II. Suppoſe you have King, Queen, and Ten of a Suit, and you lead your King, your Partner plays the Knave, this demonſtrates he has no more of that Suit.

III. Suppoſe you have King, Queen, and many more of a Suit, and you begin with the King, in ſome Caſes it is good Play in a Partner, when he has the Ace and one ſmall Card in that Suit only, to win his Partner's King with his Ace; for ſuppoſe he is very ſtrong in Trumps, by taking his Partner's King with the Ace, he trumps out, and after he has cleared the Board of Trumps, he returns his Partner's Lead; and having parted with the Ace of that Suit, he has made Room for his Partner to make that whole Suit, which poſſibly could

could not have been done if he had kept the Command in his Hand.

And ſuppoſing his Partner has no other good Card in his Hand beſides that Suit, he loſes nothing by the Ace's taking of his King; but if it ſhould ſo happen that he has a good Card to bring in that Suit, he gains all the Tricks which he makes in that Suit, by this Method of Play: And as your Partner has taken your King with the Ace, and trumps out upon it, you have Reaſon to judge he has one of that Suit to return you; therefore do not throw away any of that Suit, even to keep a King or Queen guarded.

Particular Games, *both to endeavour to deceive and diſtreſs your Adverſaries, and to demonſtrate your Game to your Partner.*

I. SUPPOSE I play the Ace of a Suit of which I have Ace, King, and three ſmall ones; the laſt Player does not chuſe to trump it, having none of the Suit; if I am not ſtrong enough in Trumps, I muſt not play out the King, but keep the Command of that Suit in my Hand by playing a ſmall one, which I muſt do in order to weaken his Game.

II. If a Suit is led, of which I have none, and a moral Certainty that my Partner has not the beſt of that Suit, in order to deceive the Adverſary, I throw away my ſtrong Suit; but to clear up Doubts to my Partner, when he has the Lead, I throw away my weak Suit. This method of play will generally ſucceed, unleſs you play with very good Players;

Players; and even with them, you will oftener gain than loſe by this Method of Play.

Particular Games *to be played, by which you run the Riſk of loſing one Trick only to gain three.*

I. SUPPOSE Clubs to be Trumps, a Heart is played by your Adverſary; your Partner, having none of that Suit, throws away a Spade; you are then to judge his Hand is compoſed of Trumps and Diamonds; and ſuppoſe you win that Trick, and being too weak in Trumps, you dare not force him; and ſuppoſe you ſhall have King, Knave, and one ſmall Diamond; and further, ſuppoſe your Partner to have Queen and five Diamonds; in that Caſe, by throwing out your King in your firſt Lead, and your Knave in your ſecond, your Partner and you may win five Tricks in that Suit; whereas if you had led a ſmall Diamond, and your Partner's Queen having been won with the Ace, the King and Knave remaining in your Hand, obſtructs the Suit: And though he may have the long Trump, yet by playing a ſmall Diamond, and his long Trump having been forced out of his Hand, you loſe by this Method of Play three Tricks in that Deal.

II. Suppoſe, in the like Caſe of the former, you ſhould have Queen, Ten, and one ſmall Card in your Partner's ſtrong Suit; which is to be diſcovered by the former Example; and ſuppoſe your Partner to have Knave and five ſmall Cards in his ſtrong Suit; you having the Lead are to play your Queen, and

and when you play again, you are to play your Ten; and ſuppoſe him to have the long Trump, by this Method he makes four Tricks in that Suit; but ſhould you play a ſmall one in that Suit, his Knave being gone, and the Queen remaining in your Hand in the ſecond Round of playing that Suit, and the long Trump being forced out of his Hand, the Queen remaining in your Hand obſtructs the Suit, by which Method of Play you loſe three Tricks in that Deal.

III. In the former Examples you have been ſuppoſed to have had the Lead, and by that means have had an Opportunity of throwing out the beſt Cards in your Hand of your Partner's ſtrong Suit, in order to make Room for the whole Suit: we will now ſuppoſe your Partner is to lead, and in the Courſe of Play, it appears to you that your Partner has one great Suit; ſuppoſe Ace, King, and four ſmall ones, and that you have Queen, Ten, Nine, and a very ſmall one of that Suit; when your Partner plays the Ace, you are to play the Nine; when he plays the King, you are to play the Ten; by which Means you ſee, in the third Round, you make your Queen, and having a ſmall one remaining, you do not obſtruct your Partner's great Suit; whereas if you had kept your Queen and Ten, and the Knave had fallen from the Adverſaries, you had loſt two Tricks in that Deal,

IV. Suppoſe in the Courſe of Play, as in the former Caſe, you find your Partner to have one great Suit, and that you have King, Ten, and a ſmall one of that Suit; your Partner leads the Ace;

in

in that Caſe play your Ten, and in the ſecond your King: This Method is to prevent a Poſſibility of obſtructing your Partner's great Suit.

V. Suppoſe your Partner has Ace, King, and four ſmall Cards in his great Suit, and that you have Queen, Ten, and a ſmall Card, in that Suit; when he plays his Ace, do you play your Ten, and when he plays his King, do you play your Queen; by which Method of Play you only riſk one Trick to get four.

VI. We will now ſuppoſe you to have five Cards of your Partner's ſtrong Suit, *viz.* Queen, Ten, Nine, Eight, and a ſmall one; and that your Partner has Ace, King, and four ſmall ones; when your Partner plays the Ace, do you Play your Eight; when he plays the King, do you play your Nine; and in the third Round, Nobody having any of that Suit, except your Partner and you, proceed then to play the Queen, and then the Ten: and having a ſmall one remaining, and your Partner two, you thereby gain a Trick, which you could not have done but by playing the high Cards, and by keeping a ſmall one to play to your Partner.

Particular Games *to be played when your Adverſary turns up an Honour on your Right-hand, with* Directions *how to play when an Honour is turned up on your Left-hand.*

I. SUPPOSE the Knave is turned up on your Right-hand, and that you have King, Queen, and Ten; in order to win the Knave, begin

gin to play with your King; by which Method of Play, your Partner may ſuppoſe you to have Queen and Ten remaining, eſpecially if you have a ſecond Lead, and that you do not proceed to your Queen.

II. The Knave being turned up as before, and that you have Ace, Queen, and Ten, by playing your Queen, it anſwers the like Purpoſe of the former Rule.

III. If the Queen is turned up on your Right-hand, and that you have Ace, King, and Knave, by playing your King it anſwers the like Purpoſe of the former Rule.

IV. Suppoſe an Honour is turned up on your Left-hand, and ſuppoſe you ſhould hold no Honour, in that Caſe you are to play Trumps through that Honour; but in caſe you ſhould hold an Honour, (except the Ace) you muſt be cautious how you play Trumps, becauſe, in caſe your Partner holds no Honour, your Adverſary will play your own Game upon you.

A CASE *to demonſtrate the Danger of forcing your Partner.*

SUPPOSE *A* and *B* Partners, and that *A* has a Quint-Major in Trumps, with a Quint-Major, and three ſmall Cards of another Suit, and that *A* has the Lead; and let us ſuppoſe the Adverſaries *C* and *D* to have only five Trumps in either hand: In this Caſe, *A*, having the Lead, wins every Trick.

Suppoſe, on the contrary, *C* has five ſmall Trumps,

Trumps, with a Quint-Major and three ſmall Cards of another Suit, and that *C* has the Lead, who forces *A* to trump firſt, by which Means *A* wins only five Tricks.

A CASE *to demonſtrate the Advantage by a Saw.*

SUPPOSE *A* and *B* Partners, and that *A* has a Quart-Major in Clubs, they being Trumps, another Quart-Major in Hearts, another Quart-Major in Diamonds, and the Ace of Spades: And let us ſuppoſe the Adverſaries *C* and *D* to have the following Cards; *viz.* *C* has four Trumps, eight Hearts, and one Spade; *D* has five Trumps and eight Diamonds; *C* being to lead, plays an Heart, *D* trumps it; *D* plays a Diamond, *C* trumps it; and thus purſuing the Saw, each Partner trumps a Quart-Major of *A*'s, and *C* being to play at the ninth Trick, plays a Spade, which *D* trumps; thus *C* and *D* have won the nine firſt Tricks, and leave *A* with his Quart-Major in Trumps only.

The foregoing *Caſe* ſhews, that whenever you gain the Advantage of eſtabliſhing a Saw, it is your Intereſt to embrace it.

Variety of CASES, *intermixed with* CALCULATIONS, *demonſtrating when it is proper, at ſecond Hand, to put up the King, Queen, Knave, or Ten, with one ſmall Card of any Suit,* &c.

I. SUPPOSE you have four ſmall Trumps, in the three other Suits you have one Trick ſecure

cure in each of them: and ſuppoſe your Partner has no Trump, in that Caſe the remaining nine Trumps muſt be divided between your Adverſaries; ſuppoſe five in one Hand, and four in the other; as often as you have the Lead, play Trumps: And ſuppoſe you ſhould have four Leads, in that Caſe, you ſee your Adverſaries make only five Tricks out of nine Trumps; whereas if you had ſuffered them to make their Trumps ſingle, they might poſſibly have made nine Tricks.

By this Example, you ſee the Neceſſity there is of taking out two Trumps for one upon moſt Occaſions.

Yet there is an Exception to the foregoing Rule: becauſe if you find in the Courſe of Play, that your Adverſaries are very ſtrong in any particular Suit, and that your Partner can give you no Aſſiſtance in that Suit, in ſuch a Caſe you are to examine your own, and alſo your Adverſaries Scores; becauſe by keeping one Trump in your Hand to trump ſuch Suit, it may be either a Means to ſave or win a Game.

II. Suppoſe you have Ace, Queen, and two ſmall Cards of any Suit; your Right-hand Adverſary leads that Suit; in that Caſe, do not put up your Queen, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you have the Command of that Suit.

An Exception to the foregoing Rule is, in caſe you want the Lead, then you are to put up your Queen.

III. Never

III. Never chuſe to lead from King, Knave, and one ſmall Card in any Suit, becauſe it is 2 to 1 that your Partner has not the Ace, and alſo 32 to 25, or about 5 to 4, that he has Ace or Queen; and therefore, as you have only about 5 to 4, in your Favour, and as you muſt have four Cards in ſome other Suit, ſuppoſe the Ten to be the higheſt, lead that Suit, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the laſt Player: And if the Ace of the firſt-mentioned Suit lies behind you, which is an equal Wager it ſhould ſo happen, in caſe your Partner has it not; in this Caſe, on your Adverſaries leading this Suit, you probably make two Tricks in it by this Method of Play.

IV. Suppoſe in the Courſe of Play it appears to you, that your Partner and you have four or five Trumps remaining, when your Adverſaries have none, and that you have no winning Card in your Hand, but that you have Reaſon to judge that your Partner has a thirteenth Card, or ſome other winning Card in his Hand; in that Caſe play a ſmall Trump, to put the Lead into his Hand, in order to throw away any loſing Card in your Hand, upon ſuch thirteenth or other good Card.

Some DIRECTIONS *for putting up at ſecond Hand, King, Queen, Knave, or Ten of any Suit,* &c.

I. SUPPOSE you have the King, and one ſmall Card, of any Suit, and that your Right-

Right-hand Adverſary plays that Suit; if he is a good Player, do not put up the King, unleſs you want the Lead, becauſe a good Player ſeldom leads from a Suit of which he has the Ace, but keeps it in his Hand (after the Trumps are played out) to bring in his ſtrong Suit.

II. Suppoſe you have a Queen, and one ſmall Card, of any Suit, and that your Right-hand Adverſary leads that Suit; do not put on your Queen, becauſe, ſuppoſe the Adverſary has led from the Ace and Knave, in that Caſe, upon the Return of that Suit, your Adverſary fineſſes the Knave, which is generally good Play, eſpecially if his Partner has played the King, you thereby make your Queen: but by putting on the Queen, it ſhews your Adverſary that you have no Strength in that Suit, and conſequently puts him upon fineſſing upon your Partner throughout that whole Suit.

III. In the former Examples you have been informed, when it is thought proper to put up the King or Queen at ſecond Hand; you are likewiſe to obſerve, in caſe you ſhould have the Knave or Ten of any Suit, with a ſmall Card of the ſame Suit, it is generally bad play to put up either of them at ſecond Hand, becauſe it is five to two that the third Hand has either Ace, King, or Queen of the Suit led; it therefore follows, that as the Odds againſt you are five to two, and though you ſhould ſucceed ſometimes by this Method of Play, yet in the main you muſt be a Loſer; becauſe it demonſtrates to your Adverſaries that you are weak in that

Suit, and conſequently they fineſſe upon your Partner throughout that whole Suit.

IV. Suppoſe you have Ace, King, and three ſmall Cards of a Suit, your Right-hand Adverſary leads that Suit; upon which you play your Ace, and your Partner plays the Knave. In caſe you are ſtrong in Trumps, you are to return a ſmall one in that Suit, in order to let your Partner trump it: And this Conſequence attends ſuch Play, *viz.* you keep the Command of that Suit in your own Hand, and at the ſame Time it gives your Partner an Intimation that you are ſtrong in Trumps: and therefore he may play his Game accordingly, either in attempting to eſtabliſh a Saw, or by trumping out to you, if he has either Strength in Trumps, or the Command of the other Suits.

V. Suppoſe *A* and *B*'s Game is ſcored 6, the Adverſaries *C* and *D* is ſcored 7, and that 9 Cards are played out, of which *A* and *B* have won 7 Tricks, and ſuppoſe no Honours are reckoned in that Deal; in this Caſe *A* and *B* have won the odd Trick, which puts their Game upon an Equality; and ſuppoſe *A* to have the Lead, and that *A* has two of the ſmalleſt Trumps remaining, with two winning Cards of other Suits; and ſuppoſe *C* and *D* have the two beſt Trumps between them, with two other winning Cards in their Hands; *Quere*, How are you to play this Game? It is 11 to 3 that *C* has not the 2 Trumps; and likewiſe, 11 to 3 that *D* has them not: The Odds being ſo much in *A*'s Favour to win the whole Stake, it is his Intereſt to play a Trump; for ſuppoſe the Stake to be 70*l.*

depending,

depending, *A* wins the whole Stake, if he ſucceeds by this Method of Play; but ſhould he play the cloſe Game, by forcing *C* or *D* to trump firſt, he having won the odd Trick already, and being ſure of winning two more in his own Hand; by this Method his Game will be ſcored 9 to 7, which is about 3 to 2, and, therefore, *A*'s Share of the 70*l.* will amount only to 42*l.* and, by this Method, *A* only ſecures 7*l.* Profit; but in the other Caſe, upon Suppoſition that *A* and *B* have 11 to 3 of the Stake depending, as aforeſaid, by playing his Trump, he is entitled to 55*l.* out of the 70*l* depending.

The foregoing Caſe being duly attended to, may be applied to the like Purpoſe in other Parts of the Game.

DIRECTIONS *how to play when an Ace, King, or Queen, are turned up on your Right-hand.*

I. SUPPOSE the Ace is turned up on your Right-hand, and that you have the Ten and Nine of Trumps only, with Ace, King and Queen of another Suit, and eight Cards of no Value, *Quere*, How muſt this Game be played? Begin with the Ace of the Suit of which you have the Ace, King and Queen, which is an information to your Partner that you have the Command of that Suit; then play your Ten of Trumps, becauſe it is 5 to 2 that your Partner has King, Queen, or Knave of Trumps; and though it is about 7 to 2 that your Partner has not two Honours, yet, ſhould he chance to have them, and they prove to

be the King and Knave, in that Caſe, as your Partner will paſs your ten of Trumps, and as it is 13 to 12 againſt the laſt Player for holding the Queen of Trumps, upon Suppoſition your Partner has it not, in that Caſe, when your Partner has the Lead, he plays to your ſtrong Suit, and upon your having the Lead, you are to play the Nine of Trumps, which puts it in your Partner's Power to be almoſt certain of winning the Queen if he lies behind it.

The foregoing Caſe ſhews, that turning up of an Ace againſt you, may be made leſs beneficial to your Adverſaries, provided you play by this Rule.

II. If the King or Queen are turned up on your Right-hand, the like Method of Play may be made uſe of; but you are always to diſtinguiſh the Difference of your Partner's Capacity, becauſe a good Player will make a proper Uſe of ſuch Play, but a bad one ſeldom, if ever.

III. Suppoſe the Adverſary on your Right-hand leads the King of Trumps, and that you ſhould have the Ace and four ſmall Trumps, with a good Suit; in this Caſe it is your Intereſt to paſs the King; and though he ſhould have King, Queen, and Knave of Trumps, with one more, if he is a moderate Player, he will play the ſmall one, imagining that his Partner has the Ace; when he plays the ſmall one, you are to paſs it, becauſe it is an equal Wager that your Partner has a better Trump than the laſt Player; if ſo, and that he happens to be a tolerable Player, he will judge you have a good Reaſon for this Method of Play, and conſequently,

quently, if he has a third Trump remaining, he will play it; if not, he will play his beſt Suit.

IV. *A critical* CASE *to win an odd Trick.*

Suppoſe *A* and *B* Partners againſt *C* and *D*, and ſuppoſe the Game to be Nine all, and ſuppoſe all the Trumps are played out, *A* being the laſt Player, has the Ace and four other ſmall Cards of a Suit in his Hand, and one thirteenth Card remaining: *B* has only two ſmall Cards of *A*'s Suit; *C* has Queen and two other ſmall Cards of that Suit; *D* has King, Knave, and one ſmall Card of the ſame Suit. *A* and *B* have won three Tricks, *C* and *D* have won four Tricks; it therefore follows that *A* is to win four Tricks out of the ſix Cards in his Hand, in order to win the Game. *C* leads this Suit, and *D* puts up to the King; *A* gives him that Trick, *D* returns that Suit; *A* paſſes it, and *C* puts up his Queen: Thus *C* and *D* have won ſix Tricks, and *C* imagining the Ace of that Suit to be in his Partner's Hand, returns it; by which Means *A* wins the four laſt Tricks, and conſequently the Game.

V. Suppoſe you ſhould have the King and five ſmall Trumps, and that your Right-hand Adverſary plays the Queen; in that Caſe do not put on your King, becauſe it is an equal Wager that your Partner has the Ace; and ſuppoſe your Adverſary ſhould have Queen, Knave, Ten, and one ſmall Trump, it is alſo an equal Wager that the Ace lies ſingle, either in your Adverſary's Hand or Partner's; in either of which Caſes it is bad Play to

put on your King; but if the Queen of Trumps is led, and that you ſhould happen to have the King, with two or three Trumps, it is the beſt Play to put on the King, becauſe it is good Play to lead from the Queen and one ſmall Trump only; and in that Caſe ſhould your Partners have the Knave of Trumps, and your Left-hand Adverſary hold the Ace, your neglecting to put on the King is the Loſs of a Trick.

The Ten or Nine being turned up on your Right-hand.

I. SUPPOSE the Ten is turned up on your Right-hand, and that you ſhould have King, Knave, Nine, and two ſmall Trumps, with eight other Cards of no Value, and that it is proper for you to lead Trumps, in that Caſe, begin with the Knave, in order to prevent the Ten from making a Trick; and though it is but about five to four that your Partner holds an Honour, yet if that ſhould fail, by fineſſing your Nine on the Return of Trumps from your Partner, you have the Ten in your Power.

II. The Nine being turned up on your Right-hand, and that you ſhould have Knave, Ten, Eight, and two ſmall Trumps, by leading the Knave it anſwers the like Purpoſe of the former Caſe.

III. You are to make a wide Difference between a Lead of Choice, and a forced Lead of your Partner's; becauſe, in the firſt Caſe, he is ſuppoſed to lead from his beſt Suit, and finding you

you deficient in that Suit, and not being ſtrong enough in Trumps, and not daring to force you, he then plays his next beſt Suit; by which Alteration of Play, it is next to a Demonſtration that he is weak in Trumps: But ſhould he perſevere, by playing off his firſt Lead, if he is a good Player, you are to judge him ſtrong in Trumps, and it is a Direction for you to play your Game accordingly.

IV. There is nothing more pernicious, at the Game of Whiſt, than to change Suits often, becauſe in every new Suit you run the Riſque of giving your Adverſary the Tenace; and therefore, though you lead from a Suit of which you have the Queen, Ten, and three ſmall ones, and your Partner puts up the Nine only, in that Caſe, if you ſhould happen to be weak in Trumps, and that you have no tolerable Suit to lead from, it is your beſt Play to purſue the Lead of that Suit by playing your Queen, which leaves it in your Partner's Option whether he will trump it or not, in caſe he has no more of that Suit; but in your ſecond Lead, in caſe you ſhould happen to have the Queen or Knave of any other Suit, with one Card only of the ſame Suit, it would be better Play to lead from your Queen or Knave of either of theſe Suits, it being 5 to 2 that your Partner has one Honour at leaſt in either of thoſe Suits.

V. If you have Ace, King, and one ſmall Card of any Suit, with four Trumps; if your Right-hand Adverſary leads that Suit, paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you

gain a Trick by it; if otherwiſe, as you have four Trumps, you need not fear to loſe by it, becauſe when Trumps are played, you may be ſuppoſed to have the long Trump.

A CAUTION *not to part with the Command of your Adverſary's great Suit,* &c.

I. IN caſe you are weak in Trumps, and that it does not appear that your Partner is very ſtrong in them, be very cautious how you part with the Command of your Adverſary's great Suit: For ſuppoſe your Adverſary plays a Suit of which you have the King, Queen, and one ſmall Card only, the Adverſary leads the Ace, and upon playing the ſame Suit, you play your Queen, which makes it almoſt certain to your Partner that you have the King; and ſuppoſe your Partner refuſes to that Suit, do not play the King, becauſe if the Leader of that Suit or his Partner have the long Trump, you riſque the loſing of three Tricks to get one.

II. Suppoſe your Partner has ten Cards remaining in his Hand, and that it appears to you that they conſiſt of Trumps and one Suit only; and ſuppoſe you ſhould have King, Ten, and one ſmall Card of his ſtrong Suit, with Queen and two ſmall Trumps; in this Caſe, you are to judge he has five Cards of each Suit, and therefore you ought to play out the King of his ſtrong Suit; and if you win that Trick, your next Play is to throw out the Queen of Trumps; if that likewiſe comes home, proceed to play Trumps: This Method of Play may be

be made uſe of at any Score of the Game, except at 4 and 9.

III. *The* TRUMP *turned up to be remembered.*

It is ſo neceſſary that the Trump turned up ſhould be known and remembered, both by the Dealer and his Partner, that we think it proper to obſerve, that the Dealer ſhould always ſo place that Card, as to be certain of having Recourſe to it: For ſuppoſe it to be only a 5, and that the Dealer has two more, *viz.* the 6 and 9, if his Partner trumps out with Ace and King, he ought to play his 6 and 9; becauſe, let us ſuppoſe your Partner to have Ace, King and four ſmall Trumps; in this Caſe, by your Partner's knowing you have the 5 remaining, you may win many Tricks.

IV. Your Right-hand Adverſary leads a Suit of which you have the Ten and two ſmall ones; the third Hand puts up the Knave, your Partner wins it with the King: when your Right-hand Adverſary leads that Suit again, and plays a ſmall one, do you put on your Ten, becauſe it may ſave your Partner's Ace, upon Suppoſition that your Right-hand Adverſary led from the Queen; you will ſeldom fail of Succeſs by this Method of Play.

V. Suppoſe you have the beſt Trump, and that the Adverſary *A* has one Trump only remaining, and that it appears to you that your Adverſary *B* has a great Suit; in this Caſe, though you permit *A* to make his Trump, yet by keeping the Trump in your Hand, you prevent the Adverſary *B* from making his great Suit; whereas, if you had taken out *A*'s Trump, it had made only one Trick Dif-

ference; but by this Method you probably ſave three or four Tricks.

VI. *The following* CASE *happens frequently.*

That you have two Trumps remaining when your Adverſaries have only one, and it appears to you that your Partner has one great Suit; in this Caſe always play a Trump, though you have the worſt, becauſe by removing the Trump out of your Adverſary's Hand, there can be no Obſtruction to your Partner's great Suit.

VII. Suppoſe you ſhould have three Trumps when no Body elſe has any, and that you ſhould have only four Cards of any certain Suit remaining; in this Caſe play a Trump, which ſhews your Partner that you have all the Trumps, and alſo gives you a fair Chance for one of your Adverſaries to throw away one Card of the aforeſaid Suit; by which Means, ſuppoſing that Suit to have been once led, and one thrown away, makes five, and four remaining in your Hand makes nine, there being only four remaining between three Hands, and your Partner having an equal Chance to hold a better Card in that Suit than the laſt Player, it therefore follows that you have an equal Chance to make three Tricks in that Suit, which probably could not have been done but by this Method of Play.

VIII. Suppoſe you have five Trumps, and ſix ſmall Cards of any Suit, and you are to lead; the beſt Play is to lead from the Suit of which you have ſix, becauſe, as you are deficient in two Suits, your Adverſaries will probably trump out, which

which is playing your own Game for you; whereas, had you begun with playing Trumps, they would force you, and conſequently deſtroy your Game.

The Manner of playing SEQUENCES *further explained, with many Examples.*

I. IN Trumps you are to play the higheſt of your Sequences, unleſs you ſhould have Ace, King, and Queen; in that Caſe play the loweſt, in order to let your Partner into the State of your Game.

II. In Suits which are not Trumps, if you have a Sequence of King, Queen, and Knave, and two ſmall ones; whether you are ſtrong in Trumps or not, it is the beſt Play to begin with the Knave, becauſe by getting the Ace out of any Hand, you make Room for the whole Suit.

III. And in caſe you are ſtrong in Trumps, ſuppoſing you ſhould have a Sequence of Queen, Knave, Ten, and two ſmall Cards of any Suit; in that Caſe you ought to play the higheſt of your Sequence, becauſe, if either of the Adverſaries ſhould trump that Suit in the ſecond Round, by being ſtrong in Trumps, you fetch out their Trumps, and conſequently make the Remainder of that Suit.

The like Method may be taken, if you ſhould happen to have a Sequence by Knave, Ten, Nine, and two ſmall Cards of any Suit.

IV. If you have a Sequence of a King, Queen,

Knave, and one ſmall Card of any Suit, whether you are ſtrong in Trumps or otherwiſe, play your King; and do the like by any inferior Sequences, if you have only four in Number.

V. But if you ſhould happen to be weak in Trumps, you muſt always begin with the loweſt of the Sequence, in caſe you ſhould have five in Number; for, ſuppoſe your Partner to have the Ace of that Suit, he then makes it; and where lies the Difference, whether you or your Partner win a Trick? For if you had the Ace and four ſmall Cards of any Suit, and are weak in Trumps, and led from that Suit, if you play well, you ought to play the Ace; if you are very ſtrong in Trumps, you may play your Game as backward as you pleaſe; but if you are weak in Trumps, you muſt play the reverſe.

VI. Let us explain what is meant by being ſtrong or weak in Trumps.

If you have Ace, King, and three ſmall Trumps.

King, Queen, and three ſmall Trumps.

Queen, Knave, and three ſmall Trumps.

Knave, Ten, and three ſmall Trumps.

Queen, and four ſmall Trumps.

Knave, and four ſmall Trumps.

In any of the aforeſaid Caſes, you may be underſtood to be very ſtrong in Trumps, and therefore you may play by the foregoing Rules, being morally aſſured of having the Command in Trumps.

If

If you have two or three ſmall Trumps only, we underſtand you to be weak in them.

VII. What Strength in Trumps entitles you to force your Partner at any Point of the Game?

Ace, and three ſmall Trumps.

King, and three ſmall Trumps.

Queen, and three ſmall Trumps.

Knave, and three ſmall Trumps.

VIII. If, by Accident, either you or the Adverſaries have forced your Partner (though you are weak in Trumps) if he has had the Lead, and does not chuſe to trump out, force him on as often as the Lead comes into your Hand, unleſs you have good Suits of your own to play.

IX. If you ſhould happen to have only two or three ſmall Trumps, and that your Right-hand Adverſary leads a Suit of which you have none, trump it, which is an Information to your Partner that you are weak in Trumps.

X. Suppoſe you have Ace, Knave, and one ſmall Trump, and that your Partner trumps to you, ſuppoſe from the King and three ſmall Trumps, *Quere*, Whether it is the beſt Play to put on the Ace or Knave? and ſuppoſe your Right-hand Adverſary has three Trumps, and that your Left-hand Adverſary has the like Number; in this Caſe, by fineſſing of your Knave, and playing your Ace, if the Queen is on your Right-hand, you win a Trick by it; but if the Queen is on your Left-hand, and you ſhould play the Ace, and then return the Knave, admitting your Left-hand Adverſary put on the Queen, which he ought to do, it is above 2 to 1 that

that one of the Adverſaries has the Ten, and conſequently you gain no Tricks by playing thus.

XI. If your Partner has led from the Ace of Trumps, and ſuppoſe you ſhould have King, Knave, and one ſmall Trump, by putting on your Knave, and returning the King, it anſwers exactly the like Purpoſe of the former Rule.

In other Suits you may practiſe the like Method.

XII. If you are ſtrong in Trumps, and that you have King, Queen, and two or three ſmall Cards in any other Suit, you may lead a ſmall one, it being 5 to 4 that your Partner has an Honour in that Suit: but if you are weak in Trumps, you ought to begin with the King.

XIII. If your Right-hand Adverſary leads a Suit of which you have King, Queen, and two or three ſmall Cards of the ſame Suit, you being ſtrong in Trumps, may paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if not, by your Strength of Trumps, you need not fear making that Suit.

XIV. If your Right-hand Adverſary leads a Suit of which you have King, Queen, and one ſmall Card, whether in Trumps or not, put on the Queen: Alſo, if you have Queen, Knave, and one ſmall Card, put on the Knave; and if you have Knave, Ten, and one ſmall Card, put on the Ten: by putting up the ſecond beſt, as aforeſaid, your Partner has an Expectation of your having a better Card or Cards in the ſame Suit: and by Recourſe to the Calculations annexed to this Treatiſe, he

he may be able to judge what are the Odds for and againſt him.

XV. If you ſhould have Ace, King, and two ſmall Cards in any Suit, being ſtrong in Trumps; if your Right-hand Adverſary leads that Suit, you may paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you gain a Trick by it; if otherwiſe, you need not fear to make your Ace and King by your Strength in Trumps.

XVI. If you ſhould have the Ace, Nine, Eight, and one ſmall Trump, and that your Partner leads the Ten; in that Caſe paſs it, becauſe, unleſs the three Honours lie behind you, you are ſure of making two Tricks; do the like, if you ſhould have the King, Nine, Eight, and one ſmall Trump; or the Queen, Nine, Eight, and one ſmall Trump.

XVII. In order to deceive your Adverſaries, if your Right-hand Adverſary leads from a Suit of which you have Ace, King, and Queen, or Ace, King, and Knave, put on the Ace: becauſe that encourages the Adverſaries to play that Suit again: And though you deceive your Partner by this Method of Play, you alſo deceive your Adverſaries, which is of greater Conſequence in this Caſe; becauſe, if you had put on the loweſt of the Tierce-Major, or the Knave in the other Suit, your Right-hand Adverſary had made a Diſcovery that the Strength of that Suit was againſt him, and conſequently would have changed Suits.

XVIII. Suppoſe you have Ace, Ten, and one ſmall Card, in any Suit; alſo the Ace, Nine, and one

one ſmall Card of any Suit, *Quere*, Which of theſe Suits ought you to lead from? *Anſwer*, From the Suit of which you have the Ace, Nine, and one ſmall Card; for this Reaſon, it being an equal Wager that your Partner has a better Card in that Suit than the laſt Player; if not, let us then ſuppoſe that your Right-hand Adverſary leads from the King, or Queen, of the Suit of which you have the Ace, Ten, and one ſmall Card; in that Caſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if that happens to be the Caſe, upon the Return of the Suit, you lie Tenace, and conſequently ſtand a fair Chance for three Tricks in that Suit.

XIX. *A* CASE *to demonſtrate the Tenace.*

Let us ſuppoſe *A* and *B* to play at Two-handed Whiſt, and let us ſuppoſe *A* to have the Ace, Queen, Ten, Eight, Six, and Four of Clubs, which, in caſe *B* always leads, are ſix ſure Tricks. Let us ſuppoſe he has the ſame Hand in Spades, which, in caſe *B* always leads, are ſix more ſure Tricks. We ſuppoſe *B* has the Remainder of theſe two Suits.

Let us ſuppoſe *B* to have the ſame Hand in Hearts and Diamonds, as *A* has in Spades and Clubs, and that *A* has the Remainder of the Hearts and Diamonds, which, in caſe *A* always leads, are twelve ſure Tricks alſo to *B*.

The foregoing Caſe ſhews that both Hands are exactly equal; and therefore let one of them name his Trumps, and lead, he wins thirteen Tricks only.

But

But if one names the Trumps, and the other leads, he that names the Trumps ought to win fourteen Tricks.

Thoſe who would attain to the playing of WHIST to Perfection, muſt not be content only with being a Maſter of the Calculations contained in this Treatiſe, and alſo an exact Judge of all the general and particular Caſes in the ſame; but be a very punctual Obſerver of ſuch Cards as are thrown away, both by his Partner and Adverſaries, and at what Time: Whoever attends cloſely to theſe particulars, is the moſt likely to attain his End.

Additional CASES.

WHEN it appears to you that the Adverſaries have three or four Trumps remaining, and that neither you nor your Partner have any, never attempt to force one Hand to trump, and to let the other throw away a loſing Card, but rather endeavour to find out a Suit in your Partner's Hand, in caſe you have no Suit in your own; by which Means you prevent them from making their Trumps ſeparate.

II. Suppoſe *A* and *B* are Partners againſt *C* and *D*, and ſuppoſe nine Cards are played out; and alſo ſuppoſe eight Trumps are played out; and further ſuppoſe *A* to have one Trump only, and ſuppoſe his Partner *B* to have the Ace and Queen of Trumps, and ſuppoſe the Adverſaries *C* and *D* to have the King and Knave of Trumps between them. *A* leads his ſmall Trump, *C* plays the Knave

Knave of Trumps, *Quere*, Whether *B* is to play his Ace or Queen of Trumps upon the Knave? becauſe *D* having four Cards in his Hand remaining, and *C* only three, conſequently it is four to three in *B*'s Favour, that the King is in *D*'s Hand: If we reduce the Number of four Cards in a Hand to three, the Odds then is 3 to 2; and if we reduce the Number of three Cards in a Hand to two, the Odds then is 2 to 1 in Favour of *B*'s winning of a Trick, by putting on his Ace of Trumps. By the like Rule you may play all the other Suits.

III. Let us ſuppoſe you have the thirteenth Trump, and alſo the thirteenth Card of any Suit in your Hand, and one loſing Card; and let us ſuppoſe you have only three Cards remaining, *Quere*, Which of theſe Cards are you to play? *Anſwer*, You are to play the loſing Card, becauſe if you play the thirteenth Card firſt, the Adverſaries knowing you to have one Trump remaining, will not paſs your loſing Card, and therefore you play 2 to 1 againſt yourſelf.

IV. Let us ſuppoſe that you have the Ace, King, and three ſmall Cards, in any Suit which has never been played; and let us ſuppoſe that it appears to you that your Partner has the laſt Trump remaining, *Quere*, How are you to play theſe Cards to your greateſt Advantage? *Anſwer*, You are to lead a ſmall Card in that Suit, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the laſt Player; if ſo, and that there are only three Cards in that Suit in any one Hand, it follows that you win five Tricks in that

that Suit; whereas, if you play the Ace and King in that Suit, it is 2 to 1 that your Partner does not hold the Queen, and conſequently, by playing the Ace and King, it is 2 to 1 that you win only two Tricks in that Suit. This Method may be taken in caſe all the Trumps are played out, provided you have good Cards in other Suits to bring in this Suit; and you may obſerve, that you reduce the Odds of 2 to 1 againſt you to an equal Chance by this Method of Play, and probably gain three Tricks by it.

V. If you chuſe to have Trumps played by the Adverſaries, and that your Partner has led a Suit to you, of which you have the Ace, Knave, Ten, Nine, and Eight, or the King, Knave, Ten, Nine, and Eight, you are to play the Eight of either Suit; which probably leads the Adverſary, if he wins that Card, to play Trumps.

VI. Suppoſe you ſhould have a Quart-Major in any Suit, with one or two more of the ſame Suit, and that it is neceſſary to let your Partner know that you have the Command of that Suit; in that Caſe, throw away the Ace of that Suit upon any Suit of which you have none in your Hand, to clear up his Doubts, becauſe the Odds is in your Favour that neither of the Adverſaries have more than three in that Suit: the like Method may be taken if you have a Quart to a King; the Ace being played out, you may throw away the King; alſo, if you ſhould have a Quart to a Queen, (the Ace and King being played out) you may throw away your Queen: All which lets your Partner into the

the State of your Game; and you may play by the like Rule in all inferior Sequences, having the beſt of them in your Hand.

VII. There is ſcarcely any thing more commonly practiſed amongſt moderate Players, in caſe the King is turned up on the Left-hand, and that they have the Queen and one ſmall trump only, to play out their Queen, in Hopes their Partner may win the King if it is put on; not conſidering that it is about 2 to 1 that their Partner has not the Ace; and admitting he has the Ace, they do not conſider that they play two Honours againſt one, and conſequently weaken their Game. The Neceſſity only of playing Trumps ſhould oblige them to play thus.

VIII. *A* CASE *which frequently happens.*

A and *B* are Partners againſt *C* and *D*, and all the Trumps are played out except one, which *C* or *D* has; *A* has three or four winning Cards in his Hand of a Suit already played, with an Ace and one ſmall Card of another Suit: *Quere*, Whether it is *A*'s beſt Play to throw away one of his winning Cards, or the ſmall Card to his Ace-Suit? *Anſwer.* It is his beſt Play to throw away one of his winning Cards; becauſe, if his Right-hand Adverſary plays to his Ace-Suit, he has it in his power to paſs it, and conſequently his Partner *B* has an equal Chance to have a better Card in that Suit than the third Hand; if ſo, and he has any forcing Card, or one of his Partner's Suit to play to, in order to force out the laſt Trump, his Ace remaining in his Hand, brings in his winning Cards; whereas, if *A* had

A had thrown away the ſmall Card to his Ace-Suit, and that his Right-Hand Adverſary had led that Suit, he had been obliged to put on his Ace, and conſequently had loſt ſome Tricks by this Method of Play.

IX. Suppoſe ten Cards have been played out, and ſuppoſe it appears very probable that your Left-hand Adverſary has three Trumps remaining, *viz.* the beſt and two ſmall ones; and ſuppoſe you have two Trumps only, and that your Partner has no Trump; and ſuppoſe your Right-hand Adverſary plays a thirteenth or ſome other winning Card, in that caſe paſs it, by which Means you gain a Trick, becauſe the Left-hand Adverſary muſt trump it.

X. In order to let your Partner into the State of your Game, let us ſuppoſe you to have a Quart-Major in Trumps (or any other four beſt Trumps) if you are obliged to trump a Card, win it with the Ace of Trumps, and then play the Knave, or win it with the higheſt of any other four beſt Trumps, and then play the loweſt, which clears up your Game to your Partner; and, by ſuch a Diſcovery, it may be the means of winning many Tricks: You may practiſe the like Rule in all other Suits.

XI. If your Partner calls at the Point of Eight before his Time, you are to trump to him, whether you are ſtrong in Trumps or Suits, or not; becauſe, as he calls before he is obliged to do ſo, it is a Declaration of his being ſtrong in Trumps.

XII. Sup-

XII. Suppoſe your Right-hand Adverſary turns up the Queen of Clubs; and ſuppoſe, when he has the Lead, he plays the Knave of Clubs; and ſuppoſe you have the Ace, Ten, and one Club more, or the King, Ten, and one ſmall Card; *Quere*, When he leads his Knave, whether you are to win it or not? *Anſwer*, You are not to win it, becauſe it is an equal Wager, when he leads his Knave of Clubs, you not having the King, that your partner has it; alſo, it is an equal Wager, when he leads his Knave of Clubs, you not having the Ace, that your Partner has it, and conſequently you gain a Trick by paſſing it; which cannot be done, if you either put on your King or Ace of Clubs.

XIII. *A* CASE for a Slam. Let us ſuppoſe *A* and *B* Partners againſt *C* and *D*; and let us ſuppoſe *C* to deal; and let us ſuppoſe *A* to have the King, Knave, Nine, and Seven of Clubs, they being Trumps; a Quart-Major in Diamonds, a Tierce-Major in Hearts, and the Ace and King of Spades.

Let us ſuppoſe *B* to have nine Diamonds, two Spades, and two Hearts.

Alſo, Let us ſuppoſe *D* to have the Ace, Queen, Ten, and Eight of Trumps, with nine Spades.

And let *C* have five Trumps and eight hearts.

A is to lead a Trump, which *D* is to win, and *D* is to play a Spade, which his Partner *C* is to trump: *C* is to lead a Trump, which his Partner *D* is to win; when *D* is to lead a Spade, which *C* is to trump: and *C* is to play a Trump, which *D* is

is to win; and *D* having the beſt Trump, is to play it; which done, *D* having ſeven Spades in his Hand, wins them, and conſequently ſlams *A* and *B*.

More Additional CASES.

I. IF your Partner leads the King of a Suit, and that you have none of that Suit, paſs it, by throwing away a loſing Card (unleſs your Right-hand Adverſary has put on the Ace) becauſe, by ſo doing, you make Room for his Suit.

II. Suppoſe your Partner leads the Queen of a Suit, and your Right-hand Adverſary wins it with the Ace, and returns that Suit; in caſe you have none of it, do not trump it, but throw away a loſing Card, which makes Room for your Partner's Suit. An Exception to this Manner of Play is, if you play for an odd Trick, and that you are very weak in Trumps, you may trump it.

III. Suppoſe you have the Ace, King, and one ſmall Card of a Suit, and that your Left-hand Adverſary leads that Suit, and ſuppoſe you ſhould have four ſmall Trumps, and no Suit of Conſequence to lead from; and ſuppoſe your Right-hand Adverſary ſhould put up the Nine, or any lower Card; in this Caſe, win it with the Ace, and return the Lead upon the Adverſary, by playing the ſmall Card of that Suit; who will have Reaſon to judge that the King lies behind him, and conſequently will not put up his Queen if he has it; and therefore you have a fair Probability of winning a Trick by this Method

of

of Play, at the ſame Time letting your Partner into the State of your Game.

IV. If your Partner forces you to trump a Card early in the Deal, you are to ſuppoſe him ſtrong in Trumps, except at the Points of 4 or 9; and therefore, if you are ſtrong in Trumps, you may play them.

V. Suppoſe you call at the Point of 8, and your Partner has no Honour; and ſuppoſe you ſhould have the King, Queen, and Ten; the King, Knave, and Ten; or the Queen, Knave, and Ten of Trumps; when Trumps are played, always put on the Ten, which demonſtrates to your Partner that you have two Honours remaining, and ſo he plays his Game accordingly.

VI. Suppoſe your Right-hand Adverſary calls at the Point of 8, and his Partner has no Honour; and ſuppoſe you ſhould have the King, Nine, and one ſmall Trump, or the Queen, Nine, and two ſmall Trumps; when Trumps are played by your Partner, put on the Nine, becauſe it is about 2 to 1 that the Ten is not behind you, and ſo you play your Nine to an Advantage.

VII. If you ſhould happen to lead a Suit of which you have the Ace, King, and two or three more, when you play the Ace, if your Partner plays the Ten or Knave, and ſuppoſe you ſhould have one ſingle Card in your Hand in any other Suit, and two or three ſmall Trumps only; in this Caſe lead the ſingle Card, in order to eſtabliſh a Saw; and this Conſequence attends ſuch Play, *viz.* upon leading that Suit it gives your Partner an equal

Chance

Chance of having a better Card in it than the laſt Player; whereas, had he led that Suit to you, which is probable had been his ſtrong Suit, the Adverſaries would have made the Diſcovery of your attempting to eſtabliſh a Saw, they would trump out, and ſo prevent your making your ſmall Trumps: By this Method of Play, your Partner will eaſily judge the Reaſon for your changing of Suits, and ſo play his Game accordingly.

VIII. Suppoſe you have the Ace and Deuce of Trumps, and ſtrong in the three other Suits; if you are to lead, play your Ace, and next your Deuce of Trumps, in order to put the Lead into your Partner's Hand, to take out 2 Trumps for 1; and ſuppoſe the laſt Player wins that Trick, and that he leads a Suit of which you have the Ace, King, and 2 or 3 more, paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, he will then have an Opportunity of taking out two Trumps to one; when the Lead comes into your Hand, you are to endeavour to force out one of the two Trumps remaining, upon Suppoſition 11 Trumps are played out, and the Odds is ſtill in your Favour that your Partner has 1 of the 2 Trumps remaining.

IX. Suppoſe 10 Cards are played out, and that you have the King, Ten, and one ſmall Card of any Suit, which has never been led; and ſuppoſe you have won 6 Tricks, and ſuppoſe your Partner leads from that Suit, and that there is neither a Trump or thirteenth Card in any Hand; in this Caſe, unleſs your Right-hand Adverſary puts on ſo

high a Card as obliges you to play your King, do not put it on, becauſe upon the Return of that Suit, you make your King, and conſequently the odd Trick, which makes 2 Difference: if there happens to be only 9 Cards played out, in the like Circumſtance, you are to play by the like Rule. This Method is always to be taken, unleſs the gaining of 2 Tricks gives you a Chance either to ſave your Lurch, or to win or ſave the Game.

X. Suppoſe *A* and *B* Parners againſt *C* and *D*, and let us ſuppoſe *B* has the two laſt Trumps, alſo the Queen, Knave and Nine of another Suit; and let us ſuppoſe *A* has neither the Ace, King, or Ten of that Suit, and *A* is to lead that Suit: *Quere*, What Card is *B* to play, to give him the faireſt Probability of winning a Trick in that Suit? *Anſwer*, *B* is to play the Nine of that Suit, becauſe it is only five to four againſt him that his Left-hand Adverſary holds the Ten; and if he plays either the Queen or Knave, it is about three to one the Ace or King is in his Left-hand Adverſary's Hands, and conſequently he reduces the Odds of three to one againſt him, to five to four only.

XI. Let us vary the foregoing Caſe, and put the King, Knave, and Nine of a Suit into *B*'s Hand, upon Suppoſition that *A* has neither Ace, Queen, or Ten; when *A* leads that Suit, it is exactly equal whether *B* plays his King, Knave, or Nine.

XII. Suppoſe you have Ace, King, and three or four ſmall Cards of a Suit not played, and that it appears to you that your Partner has the laſt Trump;

in

in this Caſe, if you are to lead, play a ſmall Card in that Suit, it being an equal Wager that your Partner has a better Card in that Suit than the laſt Player; if ſo, the Probability is in your Favour that you make 5 or 6 Tricks in that Suit; but if you ſhould play out Ace and King of that Suit, it is 2 to 1 that your Partner has not the Queen, and conſequently it is 2 to 1 that you make only two Tricks in that Suit; by which Method of Play you riſque the loſing of 3 or 4 Tricks in that Deal to gain one only.

XIII. If your Partner leads a Suit of which he has the Ace, Queen, Knave, and many more, and leads his Ace, and then plays his Queen; in caſe you have the King, and two ſmall Cards in that Suit, win his Queen with the King; and ſuppoſe you are ſtrong in Trumps, by clearing the Board of Trumps, and having a ſmall Card of your Partner's great Suit, you do not obſtruct his Suit, and conſequently win many Tricks by this Method of Play.

New CASES *at* WHIST.

How to play for an odd Trick.

SUPPOSE you are elder Hand, and that you have the Ace, King, and three ſmall Trumps, with four ſmall Cards of another Suit, three ſmall Cards of the third Suit, and one ſmall Card of the fourth Suit: *Quere*, How are you to play? *Anſwer*, You are to lead the ſingle Card, which, if it is won by the laſt Player, it puts him upon playing

Trumps, or to play to your weak Suits; in which Caſe your Partner and you gain the Tenace.

The like Caſe for an odd Trick, and that your Partner is to lead.

Let us ſuppoſe he plays the Ace of the Suit, of which you have only one, and proceeds to play the King of the ſame Suit, and that your Right-hand Adverſary trumps it with the Queen, Knave, or Ten; do not overtrump him, but throw away a ſmall Card of your weakeſt Suit; the Conſequence of which is obvious, becauſe it leaves your Partner the laſt Player, and ſo gives him the Tenace in your weak Suits.

The like Caſe, upon Suppoſition you want four or five Points, and that you are elder Hand.

In that Caſe play a ſmall Trump, and if your Partner has a better Trump than the laſt Player, and returns the Lead, put on your King of Trumps, and then proceed to play the Suit of which you have four in Number.

Theſe Examples being duly attended to, on all Parts of the Game, muſt be of great Conſequence to the Player; becauſe when he has no good Suit to play, his Partner being the laſt Player gains the Tenace in his weak Suits.

II. *A* and *B* are Partners againſt *C* and *D*, 12 Trumps, are played out, and 7 Cards only remain in each Hand, of which *A* has the laſt Trump, and alſo the Ace, King, and 4 ſmall Cards of a Suit:

Quere,

Quere, Whether *A* ſhould play the Ace and King of that Suit, or a ſmall one?

Anſwer, *A* ought to play a ſmall Card of that Suit becauſe it is an equal Wager that his Partner has a better Card in that Suit than the laſt Player; and in this Caſe, if 4 Cards of that Suit ſhould happen to be in either of the Adverſaries Hands, by this Method of Play, he will be able to make five Tricks in that Suit; which if he played off his Ace and King, he had made only 2 Tricks in that Suit. If neither of the Adverſaries have more than 3 Cards in that Suit, he has an equal Wager to win 6 Tricks in it.

III. Suppoſe *A* and *B* are Partners againſt *C* and *D*, and that eight Trumps are played out, and that *A* has four of thoſe Trumps remaining, *C* having the beſt Trump, and to lead:

Quere, Whether *C* ought to play his Trump or not?

Anſwer, *C* ought not to play his Trump to take out 1 of *A*'s Trumps, becauſe, as he leaves 3 Trumps in *A*'s Hands, in caſe *A*'s Partner has any great Suit to make, by *C*'s keeping the Trump in his Hands, he can prevent him from making that Suit by trumping it.

IV. *A Caſe of Curioſity.*

Suppoſe 3 Hands of Cards, containing 3 Cards in each Hand: let *A* name the Trumps, and let *B* chuſe which hand he pleaſes, *A* having his Choice of either of the other 2 Hands, wins 2 Tricks.

Clubs are to be Trumps.

First Hand, Ace, King, and 6 of Hearts.
Second Hand, Queen and 10 of Hearts, and 10 of Trumps.
Third Hand, 9 of Hearts, and 2 or 3 of Trumps.
The first Hand wins of the second.
The second wins of the third.
And the third wins of the first.

The LAWS *of* WHIST.

Of Dealing.

I. IF a Card is turned up in Dealing, it is in the Option of the Adverſe Party to call a new Deal; but if either of them have been the Cauſe of turning up ſuch Card, in that Caſe the Dealer has his Option.

II. If a Card is faced in the Deal, they muſt deal again, unleſs it is the laſt Card.

III. Every Perſon ought to ſee that he has 13 Cards dealt; therefore, if any one ſhould happen to have only 12, and does not find it out till ſeveral Tricks are played, and that the reſt of the Players have their right Number, the Deal ſtands good; and alſo the Perſon who plays with 12 Cards, is to be puniſhed for each Revoke, in caſe he has made any; but if any of the reſt of the Players ſhould happen to have 14 Cards, in that Caſe the Deal is loſt.

IV. The Dealer ought to leave in View upon the Table his Trump Card, till it is his Turn to play; and after he has mixed it with his other Cards, Nobody is entitled to demand what Card is turned

turned up, but may aſk what is Trumps: This Conſequence attends ſuch a Law, that the Dealer cannot name a wrong Card, which otherwiſe he might have done.

V. None of the Players ought to take up or look at their Cards, while any Perſon is dealing; and if the Dealer ſhould happen to miſs Deal, in that Caſe he ſhall deal again, unleſs it ariſes from his Partner's Fault, and if a Card is turned up in dealing, no new Deal ſhall be called, unleſs the Partner has been the Cauſe of it.

VI. *A* deals, and inſtead of turning up the Trump, he puts the Trump Card upon the reſt of his Cards, with the face downwards; he is to loſe his Deal.

Of playing out of Turn.

VII. If any Perſon plays out of his Turn, it is in the Option of either of his Adverſaries to call the Card played, at any Time in that Deal, provided it does not make him revoke; or if either of the adverſe Parties is to lead, he may deſire his Partner to name the Suit he chuſes to have him lead; and when a Suit is then named, his Partner muſt play it if he has it.

VIII. *A* and *B* are Partners againſt *C* and *D*; *A* plays the Ten of a Suit, the Adverſary *C* plays the Knave of the ſame Suit, *B* plays a ſmall Card of the ſame Suit; but before *D* plays, his Partner *C* leads a thirteenth or ſome other Card; the Penalty ſhall be in the Option of *A*, or *B*, to oblige *D* to win the Trick if he can.

IX. *A* and *B* are Partners againſt *C* and *D*; *A* leads a Club, his Partner *B* plays before the Adverſary *C*; in this Caſe *D* has a right to play before his Partner *C*, becauſe *B* played out of his Turn.

X. If the Ace, or any other Card of a Suit is led, and it ſhould ſo happen that the laſt Player plays out of his Turn, whether his Partner has any of the Suit led or not, provided you do not make him revoke, he is neither entitled to trump it, nor to win the Trick.

Of Revoking.

XI. If a Revoke happens to be made, the Adverſaries may add 3 to their Score, or take 3 Tricks from the Revoking Party, or take down 3 from their Score; and the revoking Party, provided they are up, notwithſtanding the Penalty, muſt remain at nine: the Revoke takes Place of any other Score of the Game.

XII. If any Perſon revokes, and before the Cards are turned diſcovers it, the adverſe Party may call the higheſt or loweſt Card of the Suit led, or have their Option to call the Card then played, at any Time when it does not cauſe a Revoke.

XIII. No Revoke to be claimed till the Trick is turned and quitted, or the Party who revoked, or his Partner, have played again.

XIV. If any Perſon claims a Revoke, the adverſe Party are not to mix their Cards, upon Forfeiture of the Revoke.

XV. No

XV. No Revoke can be claimed after the Cards are cut for a new Deal.

Of calling Honours.

XVI. If any Perſon calls at any Point of the Game, except 8, either of the adverſe Parties may call a new Deal; and they are at Liberty to conſult each other, whether they will have a new Deal.

XVII. After the Trump Card is turned up, no Perſon muſt remind his Partner to call, on Penalty of loſing a Point.

XVIII. If the Trump Card is turned up, no Honours in the preceding Deal can be ſet up, unleſs they were before claimed.

XIX. If any Perſon calls at the point of 8, and his Partner anſwers, and both the oppoſite Parties have thrown down their Cards, and it appears that the other Side had not two by Honours; in this Caſe they may conſult with one another about it, and are at Liberty to ſtand the Deal or not.

XX. And if any Perſon anſwers when he has not an Honour, the adverſe Party may conſult one another about it, and are at Liberty to ſtand the Deal or not.

XXI. If any Perſon calls at 8, after he has played, it ſhall be in the Option of the Adverſaries to call a new Deal.

Of ſeparating and ſhewing the Cards.

XXII. If any Perſon ſeparates a Card from the

reſt, the adverſe Party may call it, provided he names it, and proves the Separation; but in caſe he calls a wrong Card, he or his Partner are liable for once to have the higheſt or loweſt Card called in any Suit led during the Deal.

XXIII. If any Perſon throws his Cards upon the Table, with their Faces upwards, upon Suppoſition that he has loſt the Game, the Adverſaries have it in their Power to call any of the Cards when they think proper, provided they do not make the Party revoke, and he is not to take up his Cards again.

XXIV. If any Perſon is ſure of winning every Trick in his Hand, he may ſhew his Cards upon the Table; but he is then liable to have all his Cards called.

Of omitting to play to a Trick.

XXV. *A* and *B* are Partners againſt *C* and *D*; *A* leads a Club, *C* plays the Ace of Clubs, *B* plays a Club, and *D*, Partner to *C*, takes up the Trick without playing any Card; *A*, and the reſt of the Players, play on, till it appears *D* has one Card more than the reſt; Penalty to be, in the Option of the Adverſaries to call a new Deal.

Reſpecting who played any particular Card.

XXVI. Each Perſon, in playing, ought to lay his Card before him; after he has done ſo, if either of the adverſe Parties mix their Card with his, his Partner

Partner is entitled to demand each Perſon to lay his Card before him ; but not to enquire who played any particular Card.

A DICTIONARY *for* WHIST,

which reſolves almoſt all the critical Caſes that may happen at that GAME ; *by Way of Queſtion and Anſwer.*

1. HOW to play Trumps to the greateſt Advantage ? Peruſe the Treatiſe of Whiſt, Caſe 11, Page 7, and all the following Caſes under that and the next Head.

2. How to play Sequences when Trumps ?

Anſwer. You are to begin with the higheſt of them.

3. How to play Sequences when they are not Trumps ?

Anſw. If you have 5 in Number, you are to begin with the loweſt ; if 3 or 4 in Number, always play the higheſt.

4. Why do you prefer playing of Sequences rather than other Suits ?

Anſ. Becauſe they are the ſafeſt Lead, and gain the Tenace in other Suits.

5. When ought you to make Tricks early ?

Anſ. When you are weak in Trumps.

6. When ought you not to make Tricks early ?

Anſ. When you are ſtrong in Trumps.

7. When do you play from an Ace-Suit ?

Anſ. You do ſo when you have 3 in Number only in any Suit (Trumps excepted).

8. When don't you play from an Ace-Suit?

Anſ. You ought not to lead from an Ace-Suit, having four or more in Number in any other Suit; becauſe the Ace is an Aſſiſtant to your great Suit, and when Trumps are played out, enables you to make that Suit.

9. When any Card of Conſequence is turned up on your Right or Left Hand, how are you to play in that Caſe? See Caſe 1, Page 25, and Caſe 1, Page 31.

10. Why are you always to play your Hand by your own and Adverſaries Scores?

Anſ. Caſe 6, Page 6. See References in this Caſe.

11. How to know when your Partner has no more of the Suit played? Caſes 1, 2, 3. Page 16.

12. Reaſons for putting on at Second-hand the King, Queen, Knave, Ten, and when not? Caſes 1, 2, 3, Pages 25, 26.

13. Why are you to play the Queen, Knave, or Ten of any Suit, when that Suit is played a ſecond Time, having three in Number only? Caſe 4, Page 34.

14. When ought you to over-trump your Adverſary, and when not?

Anſ. When you are weak in Trumps you ought to over-trump him; but if ſtrong in Trumps, you ought to throw away a loſing Card.

15. Reaſons for not parting with the Command of your Adverſary's ſtrong Suit. Caſe 1, Page 33.

16. If

16. If your Adverſary on your Right-hand leads a Suit of which you have the Ace, King, and Queen, why are you to put on the Ace, preferable to the Queen?

Anſ. Becauſe it deceives the Adverſary, which, in this Caſe, is of more Conſequence to you than to deceive your Partner.

17. To declare your ſtrong Suit, when proper to be done, and when not?

Anſ. When you have only one ſtrong Suit, and you trump out to make that Suit, in that Caſe you ought to declare it; but if you are ſtrong in all Suits there is no Neceſſity of declaring your ſtrongeſt Suit.

18. The Ace turned up on your Right-hand, and that you have the Ten and Nine only of Trumps, why do you play the Ten? Caſe 1. Page 28.

19. Why do you play from a King-Suit preferable to a Queen-Suit, having the like Number of each?

Anſ. Becauſe it is 2 to 1 that the Ace does not lie in your Left-Hand Adverſary's Hands, and it is 5 to 4, if you lead from the Queen-Suit, that the Ace or King lies in his Hands, and that you loſe your Queen, and ſo play to a Diſadvantage.

20. Why do you play from a Queen-Suit preferable to a Knave Suit?

Anſwered, Caſe 19.

21. When you have the four beſt Cards of any Suit, why do you throw away the beſt?

Anſ. To let your Partner into the State of your Game.

22. Your

22. Your Partner's ſtrong Suit, how are you to make the moſt of it?

At Pages 18, 19, 20, are ſix Examples to demonſtrate it.

23. The Queen turned up on your Right-hand, you have the Ace, Ten, and one Trump, or the King, Ten, and one Trump; if the Right-hand Adverſary plays the Knave, *Quere*, how are you to play?

Anſ. You are to paſs it, by which you have an equal Wager of gaining a Trick, and cannot loſe by ſo doing.

24. Four Cards are played out, and Trumps are gone round twice, your Partner not appearing to have any higher Trump than the 8, yet he has three Trumps; when he plays his third Trump, the next Hand puts on the Knave, there being the King only in the Adverſary's Hands, you having the Ace and Queen of Trumps:

Quere, Whether are you to play the Ace or Queen?

Anſ. You are to play the Ace, becauſe it is 9 to 8 that the laſt Player has the King; and if you reduce the Cards to 2 in Number, it then is 2 to 1 in your Favour, by playing the Ace, that the King falls: The like Method may be taken in other Suits, upon the like Occaſions.

EXAMPLE.

Let us ſuppoſe that you have only 2 Cards remaining in your Hands of any Suit, *viz.* the Queen and Ten; and let us ſuppoſe the Knave and Nine of

of the ſame Suit are in your Adverſary's Hands, when your Partner leads that Suit, your Right-hand Adverſary plays the Nine, and has one Card only remaining:

Quere. Whether you ought to play your Queen or Ten?

Anſ. You ought to play your Queen, becauſe it is 2 to 1 that your Left-hand Adverſary has the Knave. And in all Caſes of the like Nature you ought to play by this Rule.

I would know what is the Odds that the Dealer at Whiſt holds four Trumps or more?

Anſ. That he holds four Trumps or more, is 232 to 165, or about a Guinea to 14s. 11d. and almoſt a Farthing.

An Explanation of the TERMS, *or* TECHNICAL WORDS *in this Treatiſe.*

FINESSING, means the endeavouring to gain an advantage by Art and Skill, which conſiſts in this: When a Card is led, and you have the beſt and third beſt Card of that Suit, you judge it beſt to put your third beſt Card upon that Lead, and run the Riſque of your Adverſary's having the ſecond beſt of it; that if he has it not, which is 2 to 1 againſt him, you are then ſure of gaining a Trick.

FORCING, means the obliging your Partner or your Adverſary to trump a Suit, of which he has none. The Caſes mentioned in this Treatiſe will ſhew when it is proper to force either of them.

LONG

LONG TRUMP, means the having one or more Trumps in your Hand, when all the reſt are out.

LOOSE CARD, means a Card in a Hand that is of no Value, and conſequently the propereſt to throw away.

POINTS, Ten of them make a Game; as many as are gained by Tricks or Honours, ſo many Points are ſet up to the Score of the Game.

QUART, in general, is a Sequence of any four Cards immediately following one another in the ſame Suit. *Quart-Major* is therefore a Sequence of Ace, King, Queen, and Knave, in any Suit.

QUINT, in general, is a Sequence of any five Cards immediately following one another in the ſame Suit. *Quint-Major* is therefore a Sequence of Ace, King, Queen, Knave, and Ten, in any Suit.

REVERSE, means only the playing your Hand in a different Manner; that is to ſay, if you are ſtrong in Trumps, you play one way; but if weak in Trumps, you play the *Reverſe, viz.* another.

SEE-SAW, is when each Partner trumps a Suit, and they play thoſe Suits to one another to trump.

SCORE, is the Number of Points ſet up, ten of which make a Game.

SLAM, is when either Party win every Trick.

TENACE, is having the firſt and third beſt Cards, and being the laſt Player, and conſequently you catch the Adverſary when that Suit is played: As, for inſtance, in caſe you have Ace and Queen of any Suit, and that your Adverſary leads that Suit, you

you muſt win thoſe two Tricks; and ſo of any other Tenace in inferior Cards.

TERCE, is a Sequence of any three Cards immediately following one another in the ſame Suit. *Terce-Major* is therefore a Sequence of Ace, King, and Queen, in any Suit.

An ARTIFICIAL MEMORY, *for thoſe who play at the Game of* WHIST.

I. PLACE, of every Suit in your Hand, the worſt of it to the Left-hand, and the beſt (in Order) to the Right; and the Trumps in the like Order, always to the Left of all the other Suits.

II. If in the Courſe of Play you find you have the beſt Card remaining in any Suit, put the ſame to the Left of your Trumps.

III. And if you find you have the ſecond beſt Card of any Suit to remember, place it on the Right of your Trumps.

IV. And if you have the third beſt Card of any Suit to remember, place a ſmall Card of that Suit between the Trumps and that third beſt, to the Right of your Trumps.

V. To remember your Partner's firſt Lead, place a ſmall Card of that Suit led in the Midſt of your Trumps, and if you have but one Trump, on the Left of it.

VI. When you deal put the Trump turned up to the Right of all your Trumps, and part with it

as

as late as you can, that your Partner may know you have that Trump left, and ſo play accordingly.

VII. *To find where or in what Suit your Adverſaries revoke.*

Suppoſe the two Suits on your Right Hand to repreſent your Adverſaries in the Order they ſit, as to your Right and Left Hand.

When you ſuſpect either of them to have made a Revoke in any Suit, clap a ſmall Card of that Suit amongſt the Cards repreſenting that Adverſary, by which Means you record not only that there may have been a Revoke, but alſo which of them made it, and in what Suit.

If the Suit that repreſents the Adverſary that made the Revoke, happens to be the Suit he revoked in, change that Suit for another, and, as above, put a ſmall Card of the Suit revoked in, in the Middle of that exchanged Suit, and if you have not a Card of that Suit, reverſe a Card of any Suit you have (except Diamonds) and place it there.

VIII. As you have a Way to remember your Partner's firſt Lead, you may alſo record in what Suit either of your Adverſaries made their firſt Lead, by putting the Suit in which they made that Lead, in the place which in your Hand repreſents that Adverſary, at either your Right or Left Hand; and if other Suits were already placed to repreſent them, then exchange them for the Suits in which each of them makes his firſt Lead.

The foregoing Method is to be taken when you find

find it more neceſſary to record your Adverſary's firſt Lead, than to endeavour to find out a Revoke.

CALCULATIONS, *which direct with moral Certainty how to play well any Hand, by ſhewing the Chances of your Partner's having* 1, 2, *or* 3 *certain Cards.*

☞ Read with Attention thoſe marked *N. B.*

For EXAMPLE.

I Would know what is the Chance of his having one certain Card?

Anſwer.	againſt him.	for him.
That he has it not is, *N. B.*	2 to	1

II. I would know what is the Chance of his having two certain Cards?

Anſwer.	againſt him.	for him.
That he has one of them only, is,	31 to	26
That he has not both of them,	17	2
But that he has one or both, is about 5 to 4, or *N. B.*	25	32

III. I would alſo know what are the Chances of his having 3 certain Cards?

Anſwer.	for him.	againſt him.
That he holds one of them only, is 325 for him to 378 againſt him, or about	6 to	7
That he has not 2 of them only, is 156 for him to 547 againſt him, or about	2	7

That

That he has not all 3 of them, is 22 for him to 681 againſt him, or about	1	31
But that he has 1 or 2 of them, is 481 for him to 222 againſt him, or about	13	6
And that he has 1, 2, or all 3 of them, is about *N. B.*	5	2

An Explanation and Application of the Calculations neceſſary to be underſtood by thoſe who read this Treatiſe.

Firſt CALCULATION.

IT is 2 to 1 that my Partner has not one certain Card.

To apply this Calculation, let us ſuppoſe the Right-hand Adverſary leads a Suit, of which you have the King and one ſmall Card only; you may obſerve, that it is 2 to 1, by putting on your King, that the Left-hand Adverſary cannot win it.

Again, Let us ſuppoſe that you have the King and three ſmall Cards of any Suit, likewiſe the Queen and three ſmall Cards of any Suit, I would know which is the beſt Suit to lead from? *Anſwer*, From the King, becauſe it is 2 to 1 that the Ace does not lie behind you; but it is 5 to 4 that the Ace or King of any Suit lies behind you, and conſequently, by leading from your Queen Suit, you play to a Diſadvantage.

2*d* CALCULATION. It is 5 to 4, at leaſt, that your Partner has one Card out of any 2 certain Cards;

Cards; the like Odds is in Favour of your Right-hand and Left-hand Adverſaries: Therefore, ſuppoſe you have 2 Honours in any Suit, and knowing it is 5 to 4 that your Partner holds one of the other 2 Honours, you do by this Knowledge play your Game to a greater Degree of Certainty.

Again, Let us ſuppoſe that you have the Queen and 1 ſmall Card in any Suit only, and that your Right-hand Adverſary leads that Suit, if you put on your Queen, it 5 to 4 that your Left-hand Adverſary can win it, and therefore you play 5 to 4 to your Diſadvantage.

3*d* CALCULATION. It is 5 to 2 that your Partner has 1 Card out of any 3 certain Cards.

Therefore, ſuppoſe you have the Knave and 1 ſmall Card dealt you, and that your Right-hand Adverſary leads from that Suit, if you put on the Knave, it is 5 to 2 that your Left-hand Adverſary has either Ace, King, or Queen of the Suit led, and therefore you play 5 to 2 againſt yourſelf; beſides, there is a further Conſideration, by making a Diſcovery to your Right-hand Adverſary, he fineſſes upon your Partner throughout that whole Suit.

And, in order to explain the Neceſſity there is of putting on the loweſt of Sequences in all the Suits led, let us ſuppoſe that your Adverſary led a Suit of which you have the King, Queen, and Knave, or Queen, Knave, and Ten; by putting on your Knave of the ſuit of which you have the King, Queen, and Knave, it gives your Partner an Opportunity of calculating the Odds for and againſt him in that Suit,

Suit, and alſo in all inferior Suits of which you have Sequences.

A farther Uſe to be made of the foregoing Calculation: Let us ſuppoſe, that you have the Ace, King, and 2 ſmall Trumps, with a Quint-Major, or 5 other winning Cards in your Hand in any Suit, and that you have played Trumps two Rounds, and that each Perſon followed Trumps; in this Caſe there are 8 Trumps out, and 2 Trumps remaing in your Hand, which make 10, and 3 Trumps which are divided between the remaining 3 Players, of which 3 Trumps, the Odds is 5 to 2 in your Favour than your Partner has 1; and therefore, out of 7 Cards in your Hand, you are entitled to win 5 Tricks.

Some COMPUTATIONS *for laying Wagers.*

With the Deal.

The Deal	is 21	to 20
1 Love	11	10
2	5	4
3	3	2
4	7	4
5 is 2 to 1 of the Game, and 1 of the Lurch	2	1
6	5	2
7	7	2
8	5	1
9 is about	9	2

With

With the Deal.

2	to	1				is	9	to 8
3		1					9	7
4		1					9	6
5		1					9	5
6		1					9	4
7		1					3	1
8		1					9	2
9		1	is about				4	1

With the Deal.

3	to	2				is	8	to 7
4		2					4	3
5		2					8	5
6		2					2	1
7		2					8	3
8		2					4	1
9		2					7	2

With the Deal.

4	to	3				is	7	to 6
5		3					7	5
6		3					7	4
7		3					7	3
8		3					7	2
9		3	is about				3	1

With the Deal.

5	to	4				is	6	to 5
6		4					6	4
7		4					2	1
8		4					3	1
9		4	is about				5	2

With

With the Deal.

6	to	5				is	5 to 4
7		5					5 3
8		5					5 2
9		5	is about				2 1

With the Deal.

7	to	6				is	4 to 3
8		6					2 1
9		6	is about				7 4

With the Deal.

8	to	7	is above				3 to 2
9		7	is about				12 8

8 to 9, upon the beſt Computation made at preſent, is about 3 and a half in the Hundred, in Favour of 8 with the Deal; againſt the Deal, the Odds are ſtill, though ſmall, in Favour of 8.

CALCULATIONS *for the* Whole Rubber.

SUPPOSE *A* and *B* are at Play, and that *A* is 1 Game, and 8 Love of the ſecond Game, with the Deal.

Quere. What are the Odds throughout the Whole Rubber?

1 Game Love and 9 Love of the ſecond Game (upon Suppoſition of 9 Love with the Deal) being nearly 6 to 1;

Firſt Game and 9 Love of the ſecond Game is nearly	}	13 to 1

Firſt

First Game and 8 Love of the ſecond Game is a little more than the former	13 to 1, *&c.*
First Game and 7 Love of the ſecond is nearly	10 to 1
Ditto and 6 Love of the ſecond is nearly	8 to 1
Ditto and 5 Love of the ſecond is nearly	6 to 1
First Game and 4 Love of the ſecond is nearly	5 to 1
Ditto and 3 Love of the ſecond is nearly	$4\frac{1}{2}$ to 1
Ditto and 2 Love of the ſecond is nearly	4 to 1
Ditto and 1 Love of the ſecond is nearly	7 to 2

The above Calculations are made with the Deal.

Againſt the Deal.

SUPPOSE *A* and *B* are at Play, and that *A* is 1 Game, and any Number of Points in the ſecond Deal:

First Game and 9 Love of the ſecond is nearly	11 to 1
Ditto and 8 Love of the ſecond Game (is a little more)	11 to 1
Ditto and 7 Love of the ſecond Game is	9 to 1
Ditto and 6 Love of the ſecond Game is	7 to 1

Ditto and 5 Love of the ſecond Game is	5 to 1
Ditto and 4 Love of the ſecond Game is	4½ to 1
Ditto and 3 Love of the ſecond Game is	4 to 1
Ditto and 2 Love of the ſecond Game is	7 to 2
Firſt Game and 1 Love of the ſecond is nearly	6½ to 2

The Uſe which is to be made of the foregoing Calculations, may be made by dividing the Stake, according to the Tables herewith ſet down.

Mr. PAYNE's MAXIMS *for* WHIST.

LEADER.

1, BEGIN with the Suit of which you have moſt in Number. *For when the Trumps are out, you will probably make ſeveral Tricks in it.*

2. If you hold equal Numbers in different Suits, begin with the ſtrongeſt. *Becauſe it is the leaſt liable to injure your Partner.*

3. Sequences are always eligible Leads. *Becauſe they ſupport your Partner's Hand, without injuring your own.*

4. Lead from a King or Queen, rather than from an Ace. *For ſince the Adverſaries will lead from thoſe Suits which you do not, your Ace will do them moſt Harm.*

5. Lead

5. Lead from a King rather than from a Queen, and from a Queen rather than a Knave. *For the ſtronger the Suit, the leſs is your Partner endangered.*

6. Lead not from Ace Queen, or Ace Knave, till it becomes neceſſary. *For if that Suit is led by the Adverſaries, you have a good Chance of making two Tricks in it.*

7. In all Sequences to a Queen, Knave, or Ten, begin with the higheſt. *Becauſe it will frequently diſtreſs your Left-hand Adverſary.*

8. Having Ace, King, and Knave, lead the King. *For if ſtrong in Trumps, you may wait the Return of that Suit, and fineſſe the Knave.*

9. Having Ace, King, and one ſmall Card, lead the ſmall one. *For by this Lead your Partner has a Chance to make the Knave.*

10. Having Ace, King, and two or three ſmall Cards, play Ace and King if weak in Trumps, but a ſmall Card if ſtrong in them. *For when ſtrong in Trumps, you may give your Partner the Chance of making the firſt Trick.*

11. Having King, Queen, and one ſmall Card, play the ſmall one. *For your Partner has an equal Chance to win the Trick; and you need not fear to make King or Queen.*

12. Having King, Queen, and two or three ſmall Cards, lead a ſmall Card if ſtrong in Trumps, and the King, if weak in them. *For Strength in Trumps entitles you to play a backward Game, and to give your Partner the Chance of winning the firſt Trick; but if weak in Trumps, it is neceſſary to ſecure a Trick in that Suit, by leading the King or Queen.*

13. Having an Ace with four ſmall Cards, and no other good Suit; play a ſmall Card if ſtrong in Trumps, and the Ace if weak. *For Strength in Trumps may enable you to make one or two of the ſmall Cards, although your Partner ſhould not be able to ſupport the Lead.*

14. Having King, Knave, and Ten, lead the Ten. *For if your Partner holds the Ace, you have a good Chance of making three Tricks, whether he paſſes the Ten or not.*

15. Having King, Queen, and Ten, lead the King. *For if it falls, upon the Return of that Suit from your Partner, by putting on the Ten you have a Chance of making two Tricks.*

16. Having Queen, Knave, and Nine, lead the Queen. *For upon the Return of that Suit from your Partner, by putting on the Nine you will probably make the Knave.*

SECOND HAND.

1. Having Ace, King, and ſmall ones, play a ſmall Card if ſtrong in Trumps, but the King if weak in them. *For otherwiſe your Ace or King might be trumped in the latter Caſe, and no Hazards ſhould be run with few Trumps but in critical Caſes.*

2. Having Ace, Queen, and ſmall Cards, play a ſmall one. *For upon the Return of that Suit you will probably make two Tricks.*

3. Having Ace, Knave, and ſmall Cards, play a ſmall one. *For upon the Return of that Suit you will probably make two Tricks.*

4. Having

4. Having Ace, Ten, or Nine, with ſmall Cards, play a ſmall one. *For by this Method, you have a Chance of making two Tricks in the Suit.*

5. Having King, Queen, Ten, and ſmall Cards, play the Queen. *For by playing the Ten upon the Return of the Suit, you will probably make two Tricks in it.*

6. Having King, Queen, and ſmall Cards, play a ſmall Card if ſtrong in Trumps, but the Queen if weak in them. *For Strength in Trumps warrants playing a backward Game, and it is always advantageous to keep back your Adverſaries Suit.*

7. If you hold a Sequence to your higheſt Card in the Suit, play the loweſt of it. *For by this Means your Partner is informed of your Strength in that Suit.*

8. Having Queen, Knave, and ſmall ones, play the Knave. *Becauſe you will in great Probability ſecure a Trick in that Suit.*

9. Having Queen, Ten, and ſmall ones, play a ſmall one. *For your Partner has an equal Chance to win the Trick.*

10. Having either Ace, King, Queen, or Knave, with ſmall Cards, play a ſmall one. *For your Partner has an equal Chance to win the Trick.*

11. Having either Ace, King, Queen, or Knave, with one ſmall Card only, play the ſmall one. *For otherwiſe the Adverſary will fineſſe upon you in that Suit.*

12. If a Queen is led, and you hold the King, put it on. *For if your Partner holds the Ace, you do no Harm; and if the King is taken, the Adverſaries have played two Honours to one.*

13. If a Knave is led, and you hold the Queen, put it on. *For at the worſt you bring down two Honours for one.*

14. If a King is led, and you hold Ace, Knave, and ſmall ones, play the Ace. *For it cannot do the Adverſaries a greater Injury.*

THIRD HAND.

1. Having Ace and King, play the Ace, and return the King. *Becauſe you are not to keep the Command of your Partner's ſtrong Suit.*

2. Having Ace and Queen, play the Ace, and return the Queen. *For although it may prove better in ſome Caſes to put on the Queen, yet in general your Partner is beſt ſupported by the Method above.*

3. Having Ace and Knave, play the Ace, and return the Knave. *The Knave is returned in order to ſtrengthen your Partner's Hand.*

4. Having King and Knave, play the King; and if it wins return the Knave. *Becauſe it will ſtrengthen your Partner's Hand.*

5. Always put on the beſt when your Partner leads a ſmall Card. *Becauſe it beſt ſupports your Partner's Hand.*

6. If you hold the Ace and one ſmall Card only, and your Partner leads the King; put on the Ace and return the ſmall one. *For otherwiſe your Ace will be an Obſtruction to his Suit.*

7. If you hold the King and one ſmall Card only, and your Partner leads the Ace; if the Trumps are out it is good Play to put on the King.

For

For by putting on the King, there is no Obſtruction to the Suit.

FOURTH HAND.

1. If a King is led, and you hold Ace, Knave, and a ſmall Card, play the ſmall one. *For ſuppoſing the Queen to follow, you will probably make both Ace and Knave.*

2. When the third Hand is weak in his Partner's Lead, you may often return that Suit to great Advantage. *But this Rule muſt not be applied to Trumps, unleſs you are very ſtrong indeed.*

CASES in which you ſhould return your Partner's Lead immediately.

1. When you win with the Ace, and can return an Honour. *For then it will greatly ſtrengthen his Hand.*

2. When he leads a Trump. *In which Caſe return the beſt remaining in your Hand (unleſs you hold four originally): an Exception to this ariſes if the Lead is through an Honour.*

3. When your Partner has trumped out. *For then it is evident he wants to make his great Suit.*

4. When you have no good Card in any other Suit. *For then you are entirely dependant on your Partner.*

CASES in which you ſhould not return your Partner's Lead immediately.

1. If you win with the King, Queen, or Knave, and have only ſmall Cards remaining. *For the Return of a ſmall Card will more diſtreſs than ſtrengthen your Partner.*

2. If you hold a good Sequence. *For then you may ſhew a ſtrong Suit, and not injure his Hand.*

3. If you have a ſtrong Suit. *Becauſe leading from a ſtrong Suit is a Direction to your Partner, and cannot injure him.*

4. If you have a good Hand. *For in this Caſe you have a Right to conſult your own Hand, and not your Partner's.*

5. If you hold 5 Trumps. *For then you are warranted to play Trumps if you think it right.*

Of LEADING TRUMPS.

1. Lead Trumps from a ſtrong Hand, but never from a weak one. *By which Means you will ſecure your good Cards from being trumped.*

2. Trump not out with a bad Hand, although you hold five ſmall Trumps. *For ſince your Cards are bad, it is only trumping for the Adverſaries good ones.*

3. Having Ace, King, Knave, and three ſmall Trumps, play Ace and King. *For the Probability of the Queen's falling is in your Favour.*

4. Having Ace, King, Knave, and one or two ſmall Trumps, play the King; and wait the Return from

from your Partner to put on the Knave. *This Method is in order to win the Queen, but if you have particular Reaſons to wiſh the Trumps out, play two Rounds of Trumps, and then your ſtrong Suit.*

5. Having Ace, King, and two or three ſmall Trumps, lead a ſmall one. *This Method is with a View to let your Partner win the firſt Trick; but if you have good Reaſon for getting out the Trumps, play three Rounds, or play Ace and King, and then proceed with your ſtrong Suit.*

6. If your Adverſaries are eight, and you hold no Honour, throw off your beſt Trump. *For if your Partner has not two Honours you have loſt the Game, and if he holds two Honours it is moſt advantageous for you to lead a Trump.*

7. Having Ace, Queen, Knave, and ſmall Trumps, play the Knave. *For by this Means only the King can make againſt you.*

8. Having Ace, Queen, Ten, and one or two ſmall Trumps, lead a ſmall one. *For it will give your Partner a Chance to win the Trick, and keep the Command in your own Hand.*

9. Having King, Queen, Ten, and ſmall Trumps, lead the King. *For if the King is loſt, upon the Return of Trumps you may fineſſe the Ten.*

10. Having King, Knave, Ten, and ſmall ones, lead the Knave. *Becauſe it will prevent the Adverſaries from making a ſmall Trump.*

11. Having Queen, Knave, Nine, and ſmall Trumps, lead the Queen. *For if your Partner holds the Ace, you have a good Chance of making the whole Suit.*

12. Having Queen, Knave, and two or three ſmall Trumps, lead the Queen. *For if your Partner holds the Ace, you have a good Chance for making the whole Suit.*

13. Having Knave, Ten, Eight, and ſmall Trumps, lead the Knave. *For on the Return of Trumps, you probably may fineſſe the Eight to Advantage.*

14. Having Knave, Ten, and three ſmall Trumps, lead the Knave. *Becauſe it will moſt diſtreſs your Adverſaries, unleſs two Honours are held on your Right-hand; the Odds againſt which is about three to one.*

15. Having only ſmall Trumps, begin with the higheſt. *By this Play you will ſupport your Partner all you can.*

16. Having a Sequence, begin with the higheſt. *By this Means your Partner is beſt inſtructed how to play his Hand, and cannot poſſibly be injured.*

17. If an Honour is turned up on your Left, and the Game much againſt you, lead a Trump the firſt Opportunity. *For your Game being deſperately bad, this Method is the moſt likely to retrieve it.*

18. In all other Caſes it is dangerous leading through an Honour, unleſs you are ſtrong in Trumps, or have a good Hand. *Becauſe all the Advantage of trumping through an Honour, lies in the fineſſing of your Partner.*

19. Suppoſing hereafter it is proper to lead Trumps. If an Honour is turned up on your Left, and you hold only one Honour with a ſmall Trump, throw off the Honour, and next the ſmall one. *Becauſe*

cauſe it will greatly ſtrengthen your Partner's Hand, and cannot hurt your own.

20. If an Honour is turned up on the Left, and you hold a Sequence, lead the higheſt of it. *Becauſe it will prevent the laſt Hand from injuring your Partner.*

21. If a Queen is turned up on the Left, and you hold Ace, King, and a ſmall one, lead the ſmall Trump. *Becauſe you will have a Chance for getting the Queen.*

22. If a Queen is turned up on your Left, and you hold the Knave with ſmall ones, lead the Knave. *For the Knave can be of no Service ſince the Queen is on your Left.*

23. If an Honour is turned up by your Partner, and you are ſtrong in Trumps, lead a ſmall one; but if weak in them, lead the beſt you have. *By this Play the weakeſt Hand will ſupport the ſtrongeſt.*

24. If an Ace is turned up on the Right, and you hold King, Queen, and Knave, lead the Knave. *For it is a ſecure Lead.*

25. If an Ace is turned up on the Right, and you hold King, Queen, and Ten, lead the King; and upon the Return of Trumps play the Ten. *For by this Means you ſhew a great Strength to your Partner, and will probably make two Tricks in them.*

26. If a King is turned up on the Right, and you hold Queen, Knave, and Nine, lead the Knave; and upon the Return of Trumps play the Nine. *Becauſe it may prevent the Ten from making.*

27. If a King is turned up on your Right, and you hold Knave, Ten, and Nine, lead the Nine;

and upon the Return of Trumps play the Ten. *Becauſe this Method will beſt diſcloſe your Strength in Trumps.*

28. If a Queen is turned up on the Right, and you hold Ace, King, and Knave, lead the King; and upon the Return of Trumps play the Knave. *Becauſe you are certain to make the Knave.*

29. If a Queen is turned up on the Right, and you hold Ace, King, and ſmall ones, lead the King; and upon the Return of Trumps you may fineſſe, unleſs the Queen falls. *For otherwiſe the Queen will make a Trick.*

30. If a Knave is turned up on the Right, and you hold King, Queen, and Ten, lead the Queen; and upon the Return of Trumps play the Ten. *For by this Means you will make the Ten.*

31. If a Knave is turned up on the Right, and you hold King, Queen, and ſmall ones, lead the King; and if that comes home, play a ſmall one. *For it is probable your Partner holds the Ace.*

32. If a Knave is turned up on the Right, and you hold King, Queen, and Ten, with two ſmall Cards, lead a ſmall one; and upon the Return of Trumps play the Ten. *For it is five to four that your Partner holds one Honour.*

WHEN YOU TURN UP AN HONOUR.

1. If you turn up an Ace, and hold only one ſmall Trump with it, if either Adverſary leads the King, put on the Ace. *For it can do the Adverſaries no greater Injury.*

2. If

2. If you turn up an Ace, and hold two or three ſmall Trumps with it, and either Adverſary leads the King, put on a ſmall one. *For if you play the Ace, you give up the Command in Trumps.*

3. If you turn up a King, and hold only one ſmall Trump with it, and your Right-hand Adverſary leads a Trump, play the King. *This Caſe is really ſomewhat doubtful, and very good Players think differently.*

4. If you turn up a King, and hold two or three ſmall Trumps with it, if your Right-hand Adver- leads a Trump, play a ſmall one. *It being the beſt Way of ſecuring your King.*

5. If you turn up a Queen or Knave, and hold only ſmall Trumps with it, if your Right-hand Adverſary leads a Trump, put on a ſmall one. *It being the ſecureſt Play.*

6. If you hold a Sequence to the Honour turned up, play it laſt. *By this Means your Partner will be the beſt acquainted with your Strength in Trumps.*

OF PLAYING FOR THE ODD TRICK.

1. Be cautious of trumping out, notwithſtanding you have a good Hand. *For ſince you want the Odd Trick only, it would be abſurd to play a great Game.*

2. Never trump out if your Partner appears likely to trump a Suit. *For it is evidently beſt to let your Partner make his Trumps.*

3. If you are moderately ſtrong in Trumps, it is right to force your Partner. *For by this Means you probably gain a Trick.*

4. Make

4. Make your Tricks early, and be cautious of fineſſing. *That you may not be greatly injured, though you fail of making the Odd Trick.*

5. If you hold a ſingle Card of any Suit, and only two or three ſmall Trumps, lead the ſingle Card. *For it will give you a Chance of making a ſmall Trump.*

GENERAL RULES.

1. Be very cautious how you change Suits, and let no Artifice of the Adverſary induce you to it.

2. Keep a commanding Card to bring in your ſtrong Suit when the Trumps are out, if your Hand will admit of ſuch Pretenſions.

3. Never keep back your Partner's Suit in Trumps, but return them the firſt Opportunity.

4. If you hold a ſtrong Suit, and but few Trumps, rather force your Adverſaries than lead Trumps, unleſs you are ſtrong in the other Suits likewiſe.

5 Be ſure to make the Odd Trick when it is in your Power.

6. Always conſider the Scores, and play your Hand accordingly.

7. In a backward Game, you may often riſque one Trick in order to win two: but in a forward Game you are to be more cautious, unleſs you have a good Probability of getting up.

8. In returning your Partner's Lead, play the beſt you have, when you hold but three originally.

9. Remember what Cards drop from each Hand, how many of each Suit are out, and what is the beſt remaining Card in each.

10. Lead

10. Lead not originally from a Suit of which you have Ace and Queen, Ace and Knave, or King and Knave; if you hold another moderate Suit.

11. If neither of your Adverſaries will lead from the above Suits, you muſt do it yourſelf with a ſmall Card.

12. You are ſtrong in Trumps with five ſmall ones, or three ſmall ones and one Honour.

13. Do not trump a Card when you are ſtrong in Trumps, and the more eſpecially if you hold a ſtrong Suit.

14. If you hold only a few ſmall Trumps, make them if you can.

15. If your Partner refuſes to trump a Suit of which he knows you have not the beſt, lead him your beſt Trump the firſt Opportunity.

16. If your Partner has trumped a Suit, and refuſes to play Trumps, lead him that Suit again.

17. Never force your Partner but when you are ſtrong in Trumps, unleſs you have a Renounce yourſelf, or want only the Odd Trick.

18. If the Adverſaries trump out, and your Partner has a Renounce, give him that Suit when you get the Lead, if you think he has a ſmall Trump left.

19. Lead not from an Ace Suit originally, if you hold four in Number of another Suit.

20. When Trumps are either returned by your Partner, or led by the Adverſaries, you may fineſſe deeply in them; keeping the Command all you can in your own Hand.

21. If you lead the King of any Suit, and make it,

it, you muſt not thence conclude that your Partner holds the Ace.

22. It is ſometimes proper to lead a thirteenth Card, in order to force the Adverſary, and make your Partner laſt Player.

23. If weak in Trumps, make your Tricks ſoon; but when ſtrong in them, you may play a more backward Game.

24. Keep a ſmall Card of your Partner's firſt Lead, if poſſible, in order to return it when the Trumps are out.

25. Never force your Adverſary with your beſt Card of a Suit, unleſs you have the ſecond beſt alſo.

26. In your Partner's Lead, endeavour to keep the Command in his Hand, rather than in your own.

27. If you have a Saw, 'tis generally better to purſue it than to trump out; although you ſhould be ſtrong in Trumps with a good Suit.

28. Keep the Trump you turn up, as long as you properly can.

29. When you hold all the remaining Trumps, play one of them to inform your Partner; and then put the Lead into his Hand.

30. It is better to lead from Ace and Nine, than from Ace and Ten.

31. It is better to lead Trumps through an Ace or King, than through a Queen or Knave.

32. If you are reduced to the laſt Trump, ſome winning Cards, and one loſing Card only, lead the loſing Card.

33. If

33. If only your Partner has Trumps remaining, and he leads a Suit of which you hold none; if you have a good Quart (or Sequence of four) throw away the higheſt of it.

34. If you have an Ace with one ſmall Card of any Suit, and ſeveral winning Cards in other Suits: rather throw away ſome winning Card than that ſmall one.

35. If you hold only one Honour with a ſmall Trump, and wiſh the Trumps out, lead the Honour firſt.

36. If Trumps have been led thrice, and there be two remaining in the Adverſaries Hands, endeavour to force them out.

37. Never play the beſt Card of your Adverſaries Lead at ſecond Hand, unleſs your Partner has none of that Suit.

38. If you have four Trumps and the Command of a Suit whereof your Partner has none, lead a ſmall Card in order that he may trump it.

39. If you hold five Trumps with a good Hand, play Trumps, and clear your Adverſaries Hands of them.

40. If you hold the Ace and three ſmall Trumps when the Adverſaries lead them, and have no particular Reaſonf or ſtopping the Suit, let them quietly make King and Queen, and on the third Round play the Ace.

41. Suppoſing yourſelf Leader with three ſmall Trumps, one ſtrong Suit, one moderate Suit, and a ſingle Card, begin with the ſtrong Suit, and next lead the ſingle Card.

42. Be

42. Be careful how you ſort your Cards, leſt a ſharp and curious Eye ſhould diſcover the Number of your Trumps.

MR. HOYLE's GAME OF QUADRILLE.

THE GAME of QUADRILLE is played by four Perſons, with forty Cards; the four Tens, Nines, and Eights, are to be diſcarded from the Pack; the Deal is made by diſtributing the Cards to each Player, three at a Time for two Rounds, and once four at a Time, beginning with the Right-hand Player, who is the elder Hand.

Some SHORT RULES *for* LEARNERS.

I. *When you are the Ombre*, and your Friend leads from a Mat, play your beſt Trump, and then lead the next beſt the firſt Opportunity.

II. If you poſſeſs all the Trumps, keep leading them, except you have other certain winning Cards.

III. If all the Mats are not revealed by the Time you have won ſix Tricks, do not run a riſk in playing for the Vole.

IV. *When you are the Friend called*, and hold only a Mat, lead it, but if only a Mat guarded by a ſmall Trump, lead the ſmall one; though when the

the Ombre is laſt Player, lead the beſt Trump you have.

V. Punto in Red, or King of Trumps in Black, are good Cards to lead when your beſt, and ſhould either of them ſucceed, then play a ſmall Trump.

VI. When the Ombre leads to diſcover the Friend, if you hold King, Queen, and Knave, put on the Knave.

VII. Preſerve the called Suit, whether Friend or Foe.

VIII. *When playing againſt a lone Hand*, never lead a King, unleſs you have the Queen, nor change the Suit, nor permit, if poſſible to avoid it, the Ombre to be laſt Player.

Becauſe a Learner may be at a Loſs to know the Rank and Order of the Cards, when Trumps, or not, the two following Tables ſhew them.

The Rank and Order of the Cards when not Trumps.

Clubs and Spades.	Hearts and Diamonds.
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Ace,
Six,	Deuce,
Five,	Three,
Four,	Four,
Three,	Five,
Deuce.	Six,
	Seven.
In all 9.	In all 10.

The

The Rank and Order of the Cards when Trumps.

Clubs and Spades.	Hearts and Diamonds.
Spadille, *the Ace of Spades*	Spadille, *the Ace of Spades.*
Manille, *the Deuce of Spades, or of Clubs.*	Manille, *the Seven of Hearts, or of Diamonds.*
Baſto, *the Ace of Clubs.*	Baſto, *the Ace of Clubs.*
	Punto, *the Ace of Hearts, or of Diamonds.*
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Deuce,
Six,	Three,
Five,	Four,
Four,	Five,
Three.	Six.
In all 11.	In all 12.

You may obſerve by the foregoing Tables, that Spadille and Baſto are always Trumps; therefore the Red Suits have one Trump more than the Black.

There are three Matadores, *viz.* Spadille, Manille, and Baſto.

If an ordinary Trump is led, you are not obliged to play a Matadore upon it; but if Spadille is led, and you ſhould hold Manille or Baſto unguarded, you muſt play it: Alſo if Manille is led, and you ſhould have Baſto unguarded, it muſt be played.

The

The Order of the falſe Matadores.

Clubs and Spades.	Hearts and Diamonds.
Manille, *the Deuce of Clubs, or of Spades.*	Manille, *the Seven of Hearts, or of Diamonds.*
Baſto, *the Ace of Clubs.*	Baſto, *the Ace of Clubs.*
	Punto, *the Ace of Hearts, or of Diamonds.*
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Deuce,
Six,	Three,
Five,	Four,
Four,	Five,
Three.	Six.
In all 10.	In all 11.

You ſee by the foregoing Table, the Order or Rank of the falſe Matadores,

We generally call them falſe Matadores, if we begin at Baſto, and ſo proceed by Sequences to any Number.

I. THE firſt Thing to be done, after you have ſeen your Cards, is, to aſk Leave, to paſs, or play *ſans prendre*; and if you name a wrong Trump, you muſt abide by it.

II. If all the Players paſs, he who has Spadille is obliged to play; but if he does not make three Tricks, he is not baſted.

III. The

III. The Player ought to have a fair Probability of winning three Tricks when he calls a King, to prevent his being baſted.

IV. Therefore we will ſet down ſuch Games only, as give a fair Chance to win the Game by calling a King, with Directions at the End of each Caſe what Trump you are to lead.

Calculations neceſſary to be underſtood by thoſe who have made ſome Progreſs in the Game.

I. I would know what is the Odds that my Partner holds one Card out of any two certain Cards?

Anſwer. That he holds one Card out of any two certain Cards, is about 5 to 4 in his Favour.

II. I would alſo know what is the Odds that my Partner holds one Card out of any three certain Cards?

Anſwer. That he holds one Card out of any three certain Cards, is about 5 to 2 in his Favour.

An Explanation and Application of the foregoing Calculations.

I. That your Partner holds one Card out of any two certain Cards.

Suppoſe you ſhould hold one Matadore, it is by this Calculation evident, that it is 5 to 4 in your Favour that your Partner holds one of the other two, and conſequently you may play your Game accordingly.

Again, Suppoſe you call a King, and having a Knave

Knave and one ſmall Card of a Suit in your Hand, by the foregoing Calculation, it is plain that you have 5 to 4 in your Favour, that your Partner holds either the King or Queen of that Suit; and conſequently you have the Odds in your Favour to win a Trick in that Suit.

II. That your Partner holds one Card out of any three certain Cards.

Suppoſe you have no Matadore, but with the Aſſiſtance of one of them you have great Odds of winning the Game; you may obſerve, by the foregoing Calculation, that it is about 5 to 2 that your Partner holds one of them, you having none.

This Calculation may be applied to many other Caſes; very uſeful to the Player.

Games in Red, which may be played, calling a King.

I. Spadille, Manille, two ſmall Hearts or Diamonds, the Queen of Clubs, and one ſmall one, and four ſmall Cards of the other Suits. Lead a ſmall Trump.

II. Spadille, Manille, two ſmall Hearts or Diamonds, with the Knave and two ſmall Clubs, and three ſmall Cards of the other Suits. Lead a ſmall Trump.

III. Spadille, Manille, two ſmall Hearts or Diamonds, three ſmall Clubs, and three ſmall Cards of the other Suits. Lead a ſmall Trump.

IV. Spadille, Punto, King, Queen, and one ſmall Heart or Diamond, three ſmall Clubs, the Queen, and one Spade. Lead Punto.

V. Spa-

V. Spadille, Punto, King, Knave, and one ſmall Heart or Diamond, the Knave and two ſmall Clubs, and two ſmall Spades. Lead Punto.

VI. Spadille, King, Queen, Knave, and one ſmall Heart or Diamond, with the Queen, Knave, and one ſmall Club, and two ſmall Spades. Lead the King of Trumps.

VII. Spadille, Three, Four, Five, and Six of Hearts or Diamonds, King of Clubs and one more, Queen and two ſmall Spades; whether elder or any other Hand, when you have the Lead play a ſmall Trump; in the ſecond Lead play Spadille.

VIII. Manille, Baſto, Punto, and two ſmall Hearts or Diamonds, three ſmall Clubs, and the Knave and one Spade. Lead Manille.

IX. *N. B.* Manille, Baſto, King, and two ſmall Hearts or Diamonds, Queen and one ſmall Club, and three ſmall Spades. Lead Manille.

X. *N. B.* Manille, Baſto, Queen, and two ſmall Hearts or Diamonds, Queen and two ſmall Clubs, Knave and one Spade. Lead Manille.

XI. Manille, Baſto, with the three ſmalleſt Hearts or Diamonds, Queen and one ſmall Club, Knave, and two ſmall Spades. Play a ſmall Trump.

XII. *N. B.* Manille, Punto, King, and two ſmall Hearts or Diamonds, Queen, Knave, and one ſmall Club, King and one ſmall Spade. Lead Manille.

XIII. Manille, Punto, Queen, and two ſmall Hearts or Diamonds, Queen and one ſmall Club, King and two ſmall Spades. Play a ſmall Trump.

XIV. Ma-

XIV. Manille, Punto, and three ſmall Hearts or Diamonds, Knave and one ſmall Club, King, Queen, and one ſmall Spade. Play a ſmall Trump.

XV. Manille, and the four ſmalleſt Hearts or Diamonds, Queen and one ſmall Club, King, Queen, and one ſmall Spade. Play a ſmall Trump.

XVI. *N. B.* Baſto, Punto, King, and two ſmall Hearts or Diamonds, King and Queen of Clubs, Queen and two ſmall Spades. Lead Baſto.

XVII. *N. B.* Baſto, Punto, Queen, and two ſmall Hearts or Diamonds, Queen, Knave and one ſmall Club, King and Queen of Spades. Lead Baſto.

XVIII. *N. B.* Baſto, Punto, and three of the ſmalleſt Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one ſmall Spade. Play a ſmall Trump.

XIX. Baſto, and the four ſmalleſt Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one ſmall Spade. Play a ſmall Trump.

XX. *N. B.* Punto, King, Queen, and two ſmall Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one ſmall Spade. Lead Punto.

XXI. Punto, King, and three ſmall Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one ſmall Spade. Play a ſmall Trump.

Games in Black, which may be played, calling a King.

I. SPADILLE, Manille, and two ſmall Clubs or Spades, the Knave and two ſmall Hearts, and three ſmall Diamonds. Lead a ſmall Trump.

II. *N. B.* Spadille, Manille, and two ſmall Clubs or Spades, Queen and two ſmall Hearts, and three ſmall Diamonds. Lead a ſmall Trump.

III. Spadille, Manille, and two ſmall Clubs or Spades, three ſmall Hearts, three ſmall Diamonds. Lead a ſmall Trump.

IV. *N. B.* Spadille, King, Queen, and two ſmall Clubs or Spades, with the Queen and one ſmall Heart, three ſmall Diamonds. Lead the King of Trumps.

V. Spadille, King, Knave, and two ſmall Clubs, Queen and two Diamonds, two ſmall Hearts. Play a ſmall Trump.

VI. Spadille, Queen, and three ſmall Clubs or Spades, Queen and two ſmall Hearts, two ſmall Diamonds. Play a ſmall Trump.

VII. Spadille, and the four ſmalleſt Clubs or Spades, King and one ſmall Heart, Queen and two ſmall Diamonds. Play a ſmall Trump.

VIII. Manille, Baſto, King, and two ſmall Clubs or Spades, three ſmall Hearts, and two ſmall Diamonds. Lead Manille.

IX. Manille, Baſto, Queen, and two ſmall Clubs or Spades, three ſmall Hearts, Queen and one ſmall Diamonds. Lead Manille.

X. Manille, Baſto, Knave, and two ſmall Clubs or

or Spades, Knave and one Heart, three ſmall Diamonds. Lead Manille.

XI. Manille, Baſto, and three ſmall Clubs or Spades, Queen and two ſmall Hearts, Knave and one ſmall Diamond. Lead Manille.

XII. *N. B.* Manille, King, Queen, and two ſmall Clubs or Spades, King and one ſmall Heart, Queen, Knave, and one ſmall Diamond. Lead Manille.

XIII. *N. B.* Manille, King, Knave, and two ſmall Clubs or Spades, King, and one ſmall Heart, Queen and two ſmall Diamonds. Lead Manille.

XIV. Manille, King, and three ſmall Clubs or Spades, Queen and two ſmall Hearts, King and one ſmall Diamond. Play a ſmall Trump.

XV. Manille, and the four ſmalleſt Clubs or Spades, King, Queen, and one ſmall Heart, two ſmall Diamonds. Play a ſmall Trump.

XVI. *N. B.* Baſto, King, Queen, and two ſmall Clubs or Spades, Queen and two ſmall Hearts, King and one ſmall Diamond. Lead Baſto.

XVII. *N. B.* Baſto, King, Knave, and two ſmall Clubs or Spades, Knave and one Heart, King and two ſmall Diamonds. Lead Baſto.

XVIII. *N. B.* Baſto, King, and three ſmall Clubs or Spades, King and Queen of Hearts, Queen and two ſmall Diamonds. Play a ſmall Trump.

XIX. Baſto, and four of the ſmalleſt Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one ſmall Diamond. Play a ſmall Trump.

XX. *N. B.* King, Queen, Knave, and two ſmall Clubs or Spades, King and Queen of Hearts, Knave and two ſmall Diamonds. Lead the King of Trumps.

XXI. King, Queen, Seven, Six, and Five of Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one ſmall Diamond. Lead the King of Trumps.

You are to obſerve that thoſe Caſes, both in the red and black Games, which are marked thus *(N. B.)* are very good Games to play, and you have the Odds of your Side to win, thoſe which are not marked.

N. B. You are to call to your ſtrongeſt Suits, except you have a Queen guarded. And if you are elder Hand, you have a fairer Chance to win the Game than if middle Hand, becauſe you have an Opportunity of leading a Trump, which frequently makes your Adverſaries play againſt each other.

CASES *calculated, ſhewing the Players the Odds of winning the following Games of* QUADRILLE, ſans prendre; *and alſo ſuch Games as ought not to be played* ſans prendre.

Games in Black, Elder Hand.

I. THREE Matadores in Clubs, King and Six of Diamonds, King and Six of Hearts, King, Five, and Six of Spades. Play Trumps to all the Elder-hand Games. The above Game wins 27 to 4.

II. Three

II. Three Matadores and Three of Clubs, King and Six of Diamonds, King and Six of Hearts, and two ſmall Spades. The above Game wins 215 to 162, or about 4 to 3.

III. Three Matadores, Three and Four of Clubs, King and Six of Diamonds, three ſmall Hearts. Wins 291 to 86, or above 10 to 3.

IV. Three Matadores, with Three, Four and Five of Clubs, two ſmall Diamonds, and two ſmall Hearts. Wins near 10 to 1.

V. Spadille, Manille, King, Knave, Three, and Four of Clubs, two ſmall Diamonds, two ſmall Hearts. Wins 4895 to 3022, or about 8 to 5.

VI. Spadille, Manille, King, Three, Four, and Five of Clubs, two ſmall Diamonds, two ſmall Hearts. Wins about 8 to 5.

VII. Spadille, Manille, King, Three, and Four of Clubs, King and Six of Diamonds, and three ſmall Hearts. Loſes 1514 to 1125, or about 4 to 3.

VIII. Spadille, Manille, Three, Four, Five, and Six of Clubs, two ſmall Diamonds, and two ſmall Hearts. Loſes 1514 to 1125, or about 4 to 3.

IX. Spadille, Manille, Three, Four, and Five of Clubs, King and one ſmall Diamond, and three ſmall Hearts. Loſes 2234 to 405, or about 11 to 2.

X. Three falſe Matadores and Three of Clubs, King and Six of Diamonds, King and Six of Hearts, King and Six of Spades. Wins 215 to 162, or about 4 to 3.

XI. Three falſe Matadores, Three and Four of Clubs, King and Six of Diamonds, King, Six and Five of Hearts. Wins 291 to 86, or above 10 to 3.

XII. Three falſe Matadores, Three, Four, and Five of Clubs, King and Six of Diamonds, two ſmall Hearts. Wins 1025 to 106, or near 10 to 1.

XIII. Manille, Baſto, Queen, Three, Four and Five of Clubs, King and one ſmall Diamond, two ſmall Hearts. Wins 4895 to 3022, or above 8 to 5.

XIV. Manille, Baſto, Knave, Three, Four, and Five of Clubs, King and one ſmall Diamond, two ſmall Hearts. Loſes 4162 to 3755, or almoſt 10 to 9.

XV. Spadille, Three, Four, Five, and Six of Clubs, King and one ſmall Diamond, King of Spades, King and one ſmall Heart. He muſt lead a ſmall Trump, and his Chance then for winning is 1749 to 890, or near 2 to 1 for winning.

XVI. Spadille, Three, Four, Five, Six, and Seven of Clubs, King and one Diamond, King of Spades, and King of Hearts. Wins about 275 to 2.

Games in Red, Elder Hand.

I. THREE Matadores in Hearts, King and one Diamond, King and one Spade, King and two Clubs. Wins 24 to 11, or about 2 to 1.

II. Three Matadores and Three of Hearts, King and one ſmall Diamond, King and Queen of Clubs, and two ſmall Spades. Wins 7010 to 1661,

1661, above 4 to 1; beſides the Chance that his Kings and Queens paſs, though he ſhould not fetch out all the Trumps.

III. Three Matadores and Three and Four of Hearts, King and one ſmall Club, and three Diamonds. Wins almoſt 4 to 3.

IV. Three Matadores, Three, Four, and Five of Hearts, Two ſmall Diamonds, two ſmall Clubs. Wins 291 to 86, or above 10 to 3.

V. Spadille, Manille, Punto, Queen, Three, and Four of Hearts, two ſmall Diamonds, and two ſmall Clubs, Loſes 1706 to 1339, or above 5 to 4.

VI. Spadille, Manille, Punto, Three, Four, and Five of Hearts, two ſmall Diamonds, two ſmall Clubs. Loſes 1514 to 1125, or above 4 to 3.

VII. Spadille, Manille, King, Three, Four, and Five of Hearts, two ſmall Diamonds, two ſmall Clubs. Loſes 278 to 99, or about 14 to 5.

VIII. Spadille, Manille, Three, Four, Five, and Six of Hearts, two ſmall Diamonds, two ſmall Clubs. Loſes above 3 to 1.

IX. Spadille, Manille, Three, Four, Five, and Six of Hearts, King and one Club, two ſmall Diamonds. Wins 1845 to 794, or above 9 to 4.

X. Spadille, Manille, Two, Three, Four, Five, Six of Hearts, two ſmall Diamonds, one ſmall Club. Wins above 9 to 1, nearer 10 to 1.

XI. Four Matadores in Hearts, King and two ſmall Clubs, King and two ſmall Spades. Wins about 16 to 1. That he fetches out the Trump is

7206 to 1465, near 5 to 1; beſides the Chance for his King's paſſing, though the Trump ſhould not fall.

XII. Three falſe Matadores and Three of Hearts, King and one ſmall Club, King and one Diamond, King and one ſmall Spade. Loſes 5791 to 2880, or above 2 to 1.

XIII. Three falſe Matadores, Three and Four of Hearts, King and one Club, King and two Spades. Wins 215 to 162, or about 4 to 3.

XIV. Three falſe Matadores, Three, Four, and Five of Hearts, King and one ſmall Club, two ſmall Spades. Wins 291 to 86, or above 10 to 3.

XV. Three falſe Matadores, with the Knave, the Three, Four, and Five of Hearts, one ſmall Diamond, two ſmall Spades. Wins 1025 to 106, near 10 to 1; but you are to ſuppoſe the Lead is to come into your Hand a ſecond Time, without trumping with a Matadore.

XVI. Three falſe Matadores, with the Queen, the Three, Four, and Five of Hearts, one ſmall Diamond, two ſmall Clubs. (As the former) wins near 10 to 1.

XVII. Manille, Baſto, King, Three, Four, and Five of Hearts, King and one Diamond, two ſmall Clubs. Loſes 1514 to 1125, or about 4 to 3.

XVIII. Manille, Baſto, Queen, Three, Four, and Five of Hearts, King and one Club, two ſmall Spades. Loſes 278 to 99, or near 3 to 1.

XIX. Manille, Baſto, Three, Four, Five, and Six of Hearts, King and one Diamond, two ſmall Clubs. Loſes 2639 to 405, or about 6 to 1.

XX. Spadille,

XX. Spadille, Two, Three, Four, Five, and Six of Hearts, King and one Diamond, King of Spades, and the King of Clubs. That he fetches out three Trumps by playing Spadille, is above 4 to 1, and conſequently above 4 to 1 for winning.

XXI. Spadille, Three, Four, Five, and Six of Hearts, King and one Diamond, King and one Spade, and the King of Clubs.

That three ſure Tricks in Trumps lie againſt the Player is 1384 to 1255, and conſequently the Odds is againſt his winning the Game.

If he plays the Game, he muſt begin with leading a ſmall Trump; for if he plays Spadille, he has no Chance at all.

At his ſecond Lead he ought to play Spadille, having the faireſt Probability of winning the Game by that Method of Play.

In all the Games of falſe Matadores, we have ſuppoſed the Player is not over-ruffed before it comes again into his Hand.

N. B. If you ſhould have a *ſans prendre* Game, and it ſhould be 5 to 4 for winning it, you are to conſider that the calling a King makes it a ſure Game won, beſides the Chance of winning a *Vole;* and therefore, upon a ſtrict Calculation, it is found to be more adviſeable to call a King in ſuch a Caſe.

N. B. A good Player may play a weaker Game, either elder or younger Hand, than middle Hand.

The LAWS *of the* GAME *of* QUADRILLE.

I. THE Cards are to be dealt by Fours and Threes, and no otherwiſe? and the Dealer is at liberty to begin by Four or Three: If in dealing there ſhould come one or more faced Cards, there muſt be a new Deal.

II. If there are too many or too few Cards in the Pack, there muſt be a new Deal.

III. He who deals wrong, deals again, and is not baſted.

IV. He who has aſked Leave is obliged to play.

V. No one ſhould play out of his Turn; but he is not baſted for ſo doing.

VI. The three Matadores cannot be forced by an inferior Trump.

VII. The ſuperior Matadore forces the inferior, when it is played by the firſt Player.

VIII. Whoever names any Suit for Trumps, he muſt abide by it, though it ſhould happen to be his worſt Suit.

IX. If a Card happens to be faced in dealing, you muſt deal again, except it is the laſt Card.

X. If you play with eleven Cards, you are baſted.

XI. If you play *ſans prendre*, or have Matadores, you are to demand them before the next Dealer has finiſhed his Deal, otherwiſe you loſe the Benefit of them.

XII. If any Perſon names his Trump without aſking Leave, he is obliged to play *ſans prendre*, unleſs

unleſs he is the younger Hand, and all the reſt have paſſed.

XIII. If any Perſon plays out of his Turn, that Card played may be called at any Time in that Deal, provided he does not revoke; or the Adverſaries may demand the Partner of him, who played out of his Turn, or his own Partner, to play any Suit he thinks fit.

XIV. After the Game is won, if the Perſon who won the ſixth Trick plays the ſeventh Card, he is obliged to play for the *Vole*.

XV. If you have four Kings dealt you, you are at Liberty either to call a Queen to one of your Kings, or to call one of your Kings; but you are not to call the Queen of Trumps.

XVI. If any Perſon ſeparates a Card from the reſt, he ought to play it, if the adverſe Party has ſeen it, unleſs he plays *ſans prendre*.

XVII. If the King called, or his Partner plays out of his turn, no *Vole* is to be played for.

XVIII. No Perſon is to be baſted for a Renounce, unleſs the Trick is turned and quitted; and if any Perſon renounces, and it is diſcovered, if the player ſhould happen to be baſted by ſuch Renounce, all the Parties are to take up their Cards, and play them over again.

XIX. If Spadille is forced to play, he is not obliged to make his three Tricks.

XX. Whoever undertakes playing the *Vole*, has the Preference of playing before him who offers to play *ſans prendre*.

XXI. If all Parties agree to it, before you begin

to play, let the Perſon have the Preference of playing, who plays for the moſt Tricks; which will prevent ſmall Games from being played.

XXII. The Player is entitled to know who is his King called, before he declares for the *Vole*.

XIII. When ſix Tricks are won, he who won the ſixth Trick ought to ſay, I play the *Vole;* or, I do not play the *Vole;* or I aſk——and nothing elſe.

XXIV. He who wins the *Vole*, is to take double the Stake played for out of the Pool.

XXV. He who aſks Leave (if elder Hand) may play *ſans prendre*, in preference to any of the other Players.

XXVI. If you have one King only, you may call yourſelf, but muſt win ſix Tricks.

XVII. If you play the King ſurrendered, he muſt win ſix Tricks who demands the King of any Perſon.

XXVIII. He who has paſſed once (unleſs he has Spadille) has no Right to play afterwards; alſo he who has aſked the Queſtion is obliged to play, unleſs ſomebody elſe plays *ſans prendre*.

XXIX. If the Player, or his Friend, ſhew their Cards before they have won ſix Tricks, the Adverſaries may call their Cards as they pleaſe ſpecifying each Card.

XXX. Whoever has aſked Leave, cannot play *ſans prendre*, unleſs he is forced.

XXXI. You are at Liberty to look at the Tricks when you are to lead, but not otherwiſe.

XXII. Whoever undertakes playing for the *Vole*, and does not ſucceed, has a Right to the Stakes *ſans prendre*,

prendre, and Matadores if he has them, having won his Game.

XXXIII. Forced Spadille cannot play for the *Vole*.

XXXIV. If any Perſon diſcovers his Game, he is not entitled to play the *Vole*.

XXXV. If there happen to be two Cards of the ſame Sort, and found out before the Deal is ended, the Deal is void, but not otherwiſe.

XXXVI. Nobody is to declare how many Trumps are played out.

XXXVII. He who plays and does not make three Tricks, is to be baſted alone, unleſs he plays forced Spadille.

A Dictionary of the Terms uſed at the GAME *of* QUADRILLE.

TO aſk Leave, is to aſk Leave to play, by calling a King.

Baſto. Is the Ace of Clubs, and is always the third Trump.

Baſt. Is a Penalty which conſiſts in paying as many Counters as there are down; and is incurred either by renouncing, or by not winning, when you ſtand the Game, which is called making the Baſt.

Cheville. To be in Cheville, is to be between the eldeſt Hand and the Dealer.

Codill. Is when thoſe who defend the Pool, make more Tricks than they who ſtand the Game; the former are ſaid to win Codill, and the latter to loſe it.

Conſolation.

Conſolation. Is a Claim, which is always paid by thoſe who loſe to thoſe who win; whether by Codill or Remiſe.

Devole. Is when he who ſtands the Game makes no Trick.

Double. To play Double is, to pay the Game and the Stake double, as well as the Conſolation, the *Sans prendre*, the Matadores, and Devole.

Force. The Ombre is ſaid to be forced, when you play a ſtrong Trump to weaken him, if he over-trumps; he is likewiſe ſaid to be forced, when he aſks Leave, and one of the other Players obliges him to play *ſans prendre*, or paſs, by offering to play *ſans prendre*.

Friend. Is the Player who has the King called.

Impaſſe. To make the Impaſſe, is when being in Cheville, you play the Knave of a Suit, of which you have the King.

Manille. Is, in black, the Deuce of Spades or Clubs; and, if in red, the Seven of Hearts or Diamonds, according to the Suit in which you play, and is always the ſecond Trump at the Game.

Matadores. There are three Matadores, *viz.* Spadille, Manille, and Baſto, which are the three firſt Trumps.

Mille. Is a Mark of Ivory, which is ſometimes uſed, and ſtands for ten Fiſh.

Ombre. Is the Name given to him who ſtands the Game, either by calling or playing *ſans appeller* or *ſans prendre*.

Paſs. Is the Term that is uſed, when you have not a Hand to play.

Ponto, or Punto. Is the Ace of Diamonds, when Diamonds are Trumps; or Hearts, when they are Trumps; and is then the fourth Trump.

Pool. The Pool conſiſts of the Fiſhes, which are ſtaked for the Deals, or the Counters which are put down by the Players; or the Baſts that go on the Game. To defend the Pool, is to be againſt him who ſtands the Game.

Priſe. Is the Number of Fiſh or Counters that are given to each Player at the Beginning of the Party.

Regle. Is the Order that is obſerved at the Game; it is called, being in Regle, when the Ombre trumps the Return of the King called.

Remiſe. Is, when they who ſtand the Game, do not make more Tricks than they who defend the Pool; and they then loſe by Remiſe.

Renounce. Is, not to play in the Suit led, when you have of it: It is alſo called a Renounce, when, not having any of the Suit led, you win with a Card that is the only one you have of that Suit, in which you play.

Roy Rendu. That is, the King ſurrendered; and is the Method of playing, when the King called being given up to the Ombre, he is with that to win the Game alone.

Spadille. Is the Ace of Spades, which is alwavs the firſt Trump.

Forced Spadille. Is, when he who has it, is obliged to play; all the other Players having paſſed.

Sans Appeller. That is, without calling; and is, when you play without calling a King.

Sans

Sans Prendre. This Term ſignifies the ſame as *ſans appeller.*

Forced Sans Prendre. Is, when having aſked Leave, one of the Players offers to play *ſans prendre,* in which Caſe you are obliged to play *ſans prendre,* or to paſs.

Tenace. To be in Tenace, is to wait with two Trumps, that you muſt neceſſarily make when he that has two others, is obliged to lead; ſuch are the two black Aces, with regard to Manille and Punto.

THE GAME OF PIQUET.

PIQUET is played by two Perſons, with thirty-two Cards; which are, the Ace, King, Queen, Knave, Ten, Nine, Eight, and Seven of each Suit. The Ace is the Superior, and is equal to eleven Points; the King is above the Queen, and the Queen above the Knave, &c. Theſe three Cards are each equal to ten Points; the Ten, ten; the Nine, nine; and ſo of the reſt, each Card counting for as many Points as it hath Pips.

To begin the Game, you muſt take the Pack of Cards, and ſhuffle them; then the two Players are to

to cut, and to ſhew the Bottom of their Cut, the loweſt of which deals, as there is a great Advantage in being elder Hand.

The Dealer then ſhuffles the Cards, and preſents them to his Adverſary, who may alſo ſhuffle them if he pleaſes, but the Dealer muſt have the laſt Shuffle, and then give them to be cut by his Adverſary; but if he ſhould ſcatter them, or cut but one off, or leave but one at the Bottom, the Dealer may mix them and ſhuffle them again; this done, the Dealer is to give twelve a-piece, by two at a Time, and the eight Cards which remain muſt be placed upon the Table, and are called the *Talon*.

In this Game there are three Chances, *viz.* the *Repique*, the *Pique*, and the *Capot*.

I. The *Repique* is, when one of the Players counts thirty Points in his Hand, before his Adverſary has, or can count one; when in the Room of ſaying thirty they call it ninety, and proceed in the ſame Manner, above as many Points as he could count above thirty.

II. The *Pique* is, when the elder Hand has counted thirty in Hand or Play before the Adverſary hath counted one; in which caſe, inſtead of thirty it is called ſixty, and ſo on as many Points as you can count above.

III. The *Capot* is, when either of the Players make every Trick, for which he is to count forty; inſtead of which he counts but ten, when he only gets the Majority of the Tricks, which is called, *the Cards*.

Theſe three Chances may all be made in one Deal;

Deal; as thus, ſuppoſe one of the Players hath four Tierce-majors, his Point is good, and he is eldeſt Hand; he begins by counting three for his Point, twelve for his four Tierce-majors, which makes fifteen; fifteen and fourteen Aces, fourteen Kings and fourteen for Queens, make one hundred and ſeventeen, thirteen in playing the Cards, are one hundred and thirty, and forty for the Capot, is one hundred and ſeventy: this Stroke is very rare, nay, perhaps, has never happened; but it is juſt if it ever doth.

To pique your Adverſary, you muſt be elder Hand; for if you are youngeſt Hand, your Adverſary counts one for the firſt Card he plays, and then your having counted twenty.nine in Hand, even if you then take the firſt Trick, will not authoriſe you to count ſixty, but only thirty.

The *Carte Blanche*, that is, when you have not one pictured Card in your twelve dealt you, counts for ten, and takes place of every Thing elſe; then follows the Point, the Huitiemes, the Septiemes, the Sixiemes, the Quints, the Quarts, the Tierces, the four Aces, Kings, Queens, Knaves, or Tens; the three Aces, Kings, Queens, Knaves, or Tens follow next; then the Points you gain in playing the Cards; and the laſt is the Ten for winning the Cards, or the Forty for the Capot.

After ſorting the Cards, the firſt thing to be conſidered is, whether you have a *Carte Blanche*, that is, if you have not one pictured Card; if ſo, you are to let your Adverſary diſcard, and then when he is going to take in, and before he has touched the Cards,

Cards, you are to lay your twelve Cards on the Table, counting them one after another; and your Adverſary is not to touch the Cards he hath laid out or diſcarded.

The Players having examined their Hands, the elder Hand takes the five Cards which ſeem the leaſt neceſſary for his Advantage, and laying them aſide takes as many from the *Talon* or Heap that is left; and the youngeſt Hand lays out three, and takes in the three laſt of the *Talon*.

In diſcarding, the firſt intention in ſkilful Players, is to gain the Cards, and to have the Point, which moſt commonly engages them to keep in that Suit, of which they have the moſt Cards, or that which is their ſtrongeſt Suit; for it is convenient to prefer, ſometimes, forty-one in one Suit to forty-four in another, in which a Quint is not made; ſometimes, even having a Quint, it is more Advantage to hold the forty-one, where if one Card only is taken it may make it a Quint-major, gain the Point, or the Cards, which could not have been done by holding the forty-four, at leaſt without any extraordinary Take-in.

You muſt alſo endeavour, in laying out, to get a Quatorze, that is, four Aces, Kings, Queens, Knaves, or Tens, each of which counts for fourteen, and is therefore called a Quatorze; the fourteen Aces hinder the counting fourteen Kings, &c, and by that Authority you may count a leſſer Quatorze, as of Tens, although your Adverſary may have fourteen Kings, &c. becauſe the ſtronger annuls the weaker: and alſo, in the Want of a leſſer

Quatorze,

Quatorze, you may count three Aces, three Kings, three Queens, three Knaves, or three Tens. It is good to take three Aces, and they are better than three Kings; and he who has them may by virtue thereof count his three Tens, although the Adverſary may have three Kings, in Favour of a Quatorze you count not only any leſſer Quatorze, but alſo all the Threes which you have, except of Nines, Eights, and Sevens.

The ſame is to be obſerved in regard to the Huitiemes, Septiemes, Sixiemes, Quints, Quarts, and Tierces, to which the Player muſt have Regard in his diſcarding, ſo that what he takes in may make them for him.

The *Point*, is the Number of Cards of the ſame Suit which one holds in Hand after having taken in, the Pips of which muſt be counted; when you aſk if it is good; obſerving the Ace counts for eleven, the King, Queen, and Knave, ten each, and the reſt according to the Number of the Pips.

The Point being ſelected, the eldeſt Hand declares what it is, and aſks if it is good: If his Adverſary has not ſo many, he anſwers, *it is good;* if he has juſt as many, he anſwers, *it is equal;* and if he has more, he anſwers, *it is not good:* He who has the beſt, counts as many for it as he has Cards which compoſe it; and whoever has the Point counts it firſt, whether he is eldeſt or youngeſt; but if the Points are equal, neither can count: it is the ſame when the two Players have equal Tierces, Quarts, Quints, &c.

There are ſix Kinds of Tierces; one compoſed of

of an Ace, a King, and a Queen, called a Tierce-Major; a ſecond of a King, a Queen, and a Knave, called a Tierce from a King; a third of a Queen, a Knave, and a Ten, called a Tierce from a Queen; a fourth of a Knave, a Ten, and a Nine, called a Tierce from a Knave; a fifth of a Ten, a Nine, and an Eight; and a ſixth of a Nine, an Eight, and a Seven, called a Tierce-Minor.

You muſt obſerve that all the Cards of a Tierce, as well as of the Quarts, Quints, &c. muſt be of the ſame Suit.

There are five Kinds of Quarts (pronounced Carts); the firſt, called a Quart-Major, is compoſed of an Ace, King, Queen, and Knave; the ſecond, a Quart from a King, of King, Queen, Knave, and Ten; the third, a Quart from a Queen, of Queen, Knave, Ten, and Nine; the fourth, a Quart from a Knave, of Knave, Ten, Nine and Eight; and the fifth, a Baſſe Quart or a Quart-Minor, of a Ten, Nine, Eight, and Seven.

There are four Sorts of Quints (pronounced Kents); the firſt, a Quint-Major, of Ace, King, Queen, Knave, and Ten; the ſecond, a Quint from a King, of King, Queen, Knave, Ten and Nine; the third, a Quint from a Queen, of a Queen, Knave, Ten, Nine, and Eight; and the fourth, a Quint-Baſſe, of Knave, Ten, Nine, Eight, and Seven.

There are three Sorts of Sixiemes; the firſt, a Sixieme-Major, of Ace, King, Queen, Knave, Ten, and Nine; the ſecond, a Sixieme from a King, of King, Queen, Knave, Ten, Nine, and Eight; and the

the third, a Sixieme from a Queen, of Queen, Knave, Ten, Nine, Eight, and Seven.

There are two Kinds of Septiemes; firſt, a Septieme-Major, of Ace, King, Queen, Knave, Ten, Nine, and Eight; and ſecond, a Septieme from a King, of King, Queen, Knave, Ten, Nine, Eight, and Seven.

There is but one Sort of Huitieme, which is compoſed of Ace, King, Queen, Knave, Ten, Nine, Eight, and Seven, that is of all the Cards of the ſame Suit.

Theſe Sequences are what it is always proper each Player ſhould have Regard to in laying out, it being much to his Advantage to have them; for if a Tierce is good, he who holds it counts three for it, four for a Quart, fifteen for a Quint, ſixteen for a Sixieme, ſeventeen for a Septieme, and eighteen for a Huitieme. If your Point is good, you count as many Points as the Number of the Cards it conſiſts of; as, for Example, if you have a Quart-Major, and it is alſo good for Point, you count four for the Point, and four for the Quart, which makes eight, and alſo the ſame for the Quints, Sixiemes, &c.

But if your Point is good, and you have neither Tierce nor Quart, you only count as many for the Point, as it conſiſts of Cards.

All Tierces, Quarts, Quints, &c. are Sequences, and in favour of one of them being good, you reckon the leſſer Sequences, although your Adverſary may have better, and you count for them how ſmall ſoever, your Adverſary's being entirely annulled

led by your ſuperior Sequence; but ſhould the ſuperior Sequences be alike in both the Players Hands, whoever ſhould hold ſeveral other Sequences, either of the ſame Goodneſs or leſſer, nevertheleſs cannot count one.

After each of the Players has taken in the Cards which belong to him from the Talon or Stock, he ſhould ſort his Cards to ſee what he has to reckon, and put together the moſt Cards that he hath of one Suit to make his Point, and then declare it: If the younger hath a better Point, he muſt anſwer, *Not good*; if he hath as good, he muſt anſwer, *Equal*; and if he hath leſs, he muſt anſwer, *Good*. After the elder Hand hath counted the Point, he ſhould examine if he hath not any Tierce, Quart, Quint, &c. and then ſee if he hath any Quatorze, or three of Aces, Kings, &c. that he may reckon them, if his Adverſary doth not hinder him by having better.

The Points, the Tierces, Quarts, Quints, &c. are to be ſhewn on the Table, that their Value may be ſeen and reckoned; but you are not obliged to ſhow Quatorzes, or three Aces, Kings, &c.

Four Aces, four Kings, four Queens, four Knaves, and four Tens, are each called Quatorze, and are reckoned for ſo many, *viz.* fourteen; three Aces, three Kings three Queens, three Knaves, and three Tens, each reckon for three.

After that each hath examined his Game, and the eldeſt, by the Queſtions he hath aſked, ſeen every Thing that is good in his Hand, he begins to reckon. The *Carte Blanche* is firſt reckoned, and

if

if he hath it, is worth ten Points; then the Point is reckoned, then the Sequences, and laſtly the Quatorzes, or Threes of Aces, Kings, &c. after which he begins to play his Cards, for each of which he counts one, except it is a Nine or an inferior one.

After the elder Hand hath led his firſt Card, the younger ſhows his Point, if it is good, alſo the Sequences, Quatorzes, or Threes of Aces, Kings, &c. or *Carte Blanche* if he has it; and having reckoned them all together, he takes the firſt Trick if he can with the ſame Suit, and counts one for it; if he cannot, the other turns the Trick and continues; and when the younger Hand can take the Trick, he may lead which Suit he pleaſes.

In regard to the Manner of playing the Cards, as it is Cuſtom and Practice which teaches it in the moſt advantageous Manner for the Player, I ſhall only ſet down in general what can be ſhown in Writing.

It is certain that a good Player is principally known from an indifferent one, by the Manner of playing his Cards, and it is not poſſible to play without knowing the Strength of the Game; that is to ſay, that by your own Hand you ſhould know what your Adverſary may hold, and what he muſt have diſcarded, and taking great Notice what he hath ſhown or reckoned.

The firſt Intention of a Player is to get the Cards; the ſecond is to make as many Points as you can, and hinder your Adverſary from ſo doing: but the principal End is to gain the Cards, for which you count ten.

I muſt

I muſt acquaint thoſe who have no Knowledge of the Game, that there are no Trumps at Piquet, but the higheſt Card of the ſame Suit takes the Trick; for if, for Example, one plays the King of Spades, and the other has the Ace, he takes the Trick; whereas if one plays the Seven of Spades, and the other hath no Card of that Suit, though he ſhould throw down a Card of ſuperior Value of another Suit, the Trick will be for him that led the Seven of Spades.

If the elder Hand has the Misfortune to have neither Point, Sequence, Quatorze, or Threes which are good, he muſt begin to count by playing that Card which he judges moſt proper, and continue to play until his Adverſary has played a ſuperior, to lead in his turn.

This Method of playing muſt be continued till all the twelve Cards are played, and he who takes the laſt Trick counts two.

Then each Player counts how many Tricks he has taken, and he who hath the moſt Tricks reckons ten for having gained the Cards; but if they are equal, neither Side can count any for the Cards.

As ſoon as each Deal is finiſhed, each Player ſhould ſet down with Counters or other Marks how many Points he hath made, and ſo proceed until the Game is finiſhed; and after each Deal the Cards muſt be ſhuffled and cut for the next.

At Piquet each takes his Turn to deal, unleſs the Game is finiſhed in one Deal.

When you begin another Game, the Cards muſt be cut afreſh for the Deal, unleſs it is agreed upon,

when you firſt begin to play, that the Deal ſhall go on; in that caſe they muſt deal alternately.

MR. HOYLE'S GAME OF PIQUET.

GENERAL RULES *for playing at* PIQUET.

I. YOU are to play by the Stages of your Game; what is meant by them, is, that when you are backward in the Game, or behind your Adverſary, you are to play a puſhing Game, otherwiſe you are to make twenty-ſeven Points Elder-hand, and thirteen Points Younger-hand; and you are always to compare your Game with your Adverſary's, and diſcard accordingly.

II. You are to diſcard in Expectation of winning the Cards, which is ſo eſſential a Part of the Game, that it generally makes twenty-two or twenty-three Points Difference; therefore you are not to diſcard for low *Quatorze*, ſuch as three Queens, three Knaves, or three Tens, becauſe in any of theſe caſes the Odds are three to one, Elder-hand, that you do not ſucceed, and ſeventeen to three, Younger-hand: For let us ſuppoſe you ſhould go for a *Quatorze* of Queens, Knaves, or Tens, and throw out an Ace or a King, by ſo doing you run the

the Riſque of loſing above twenty Points, in Expectation of winning fourteen Points.

III. At the Beginning of a Party you are to play to make your Game, which is twenty-ſeven Points Elder-hand, and thirteen Points Younger-hand; therefore ſuppoſe you are Elder-hand, and that you have a *Tierce-Major*, and the Seven of any Suit, it is five to two but that you take in one Card out of any four certain Cards; therefore ſuppoſe you ſhould have three Queens, three Knaves, or three Tens, you are in this caſe to diſcard one of them preferably to the Seven of ſuch a Suit, becauſe it is three to one that you do not take in any one certain Card, Elder-hand, to make you a *Quatorze*, and conſequently you diſcard the Seven of ſuch a Suit to a great Diſadvantage.

IV. If your Adverſary is greatly before you in the Game, the Conſideration of winning the Cards muſt be put quite out of the Queſtion; therefore ſuppoſe you ſhould have a *Quart* to a Queen, or a *Quart* to a Knave; in which caſe it is only about five to four, being Elder-hand, but that you take in a Card to make you a *Quint*, and about three to one but that you take in a Queen, a Knave or Ten; and ſhould you have three of either dealt you, it is good Play to make a puſh for the Game, particularly if it is ſo far advanced as to give you but little Chance for it in another Deal; and in this, and other caſes, you may have Recourſe to the Calculations aſcertaining the Odds.

V. To gain the Point, generally makes ten Points Difference; therefore, when you diſcard,

you muſt endeavour to gain it, but not riſque the loſing of the Cards by ſo doing.

VI. The ſaving of your Lurch, or the lurching of your Adverſary, is ſo material, that you ought always to riſque ſome Points to accompliſh either of them.

VII. If you have ſix Tricks, with any winning Card in your Hand, never fail playing that Card; becauſe, at leaſt, you play eleven Points to one againſt yourſelf by ſo doing, unleſs in Play you diſcover what Cards your Adverſary has laid out.

VIII. If you are greatly advanced in the Game, as ſuppoſe you are eighty to fifty, in that caſe it is your Intereſt to let your Adverſary gain two Points for your one as often as you can, eſpecially if the next Deal you are to be Elder-hand; but if, on the contrary, you are to be Younger-hand, and are eighty-ſix to fifty or ſixty, never regard the loſing two or three Points for the gaining of one, becauſe that Point brings you within your Shew.

IX. The Younger-hand is to play upon the defenſive; therefore, in order to make his thirteen Points, he is to carry *Tierces*, *Quarts*, and eſpecially to ſtrive for the Point: But ſuppoſe him to have two *Tierces*, from a King, Queen, or Knave, as it is twenty-nine to twenty-eight that he ſucceeds, he having in that caſe four certain Cards to take in to make him a *Quart* to either of them, and, perhaps, thereby ſave a *Pique*, &c. he ought preferably to go for that which he has the moſt Chance to ſucceed in: But if, inſtead of this Method of Play, he has three Queens, Knaves, or Tens, and ſhould

attemp

attempt to carry any of them preferably to the others, the Odds that he does not ſucceed being ſeventeen to three againſt him, he conſequently diſcards to a great Diſadvantage.

X. The Elder or Younger-hand is ſometimes to ſink one of his Points, a *Tierce*, or three Kings, Queens, Knaves, or Tens, in Hopes of winning the Cards; but that is to be done with Judgment, and without heſitating.

XI. It is often good Play for a Younger-hand not to call three Queens, Knaves, *&c.* and to ſink one Card of his Point, which his Adverſary may ſuppoſe to be a Guard to a King or Queen.

XII. The Younger-hand having the Cards equally dealt him, is not to take in any Card if thereby he runs the Riſque of loſing them, unleſs he is very backward in the Game, and has then a Scheme for a great Game.

XIII. If the Younger-hand has a Probability of ſaving or winning the Cards by a deep Diſcard; as, for Example, ſuppoſe he ſhould have the King, Queen, and Nine of a Suit; or the King, Knave, and Nine of a Suit; in this Caſe he may diſcard either of thoſe Suits, with a moral Certainty of not being attacked in them; and the Odds that he does not take in the Ace of either of thoſe Suits being againſt him, it is not worth his While to diſcard otherwiſe in Expectation of ſucceeding.

XIV. The Younger-hand having three Aces dealt him, it is generally his beſt Play to throw out the fourth Suit.

XV. The Younger-hand is generally to carry

Guard to his Queen-Suits, in order to make Points, and to ſave the Cards.

XVI. When the Younger-hand obſerves that the Elder-hand, by calling his Point, has five Cards, which will make five Tricks in Play, and may have the Ace and Queen of another Suit, he ſhould throw away the Guard to that King, eſpecially if he has put out one of that Suit, which will give him an even Chance of ſaving the Cards.

XVII. If the Elder-hand has a *Quart* to a King dealt him, with three Kings and three Queens (including the King to his *Quart*) and that he is obliged to diſcard either one of his *Quart* to the King, or to diſcard a King or Queen;

Quere, Which is beſt for him to diſcard?

Anſwer. The Chance for taking in the Ace or Nine to his *Quart* to a King, being one out of two certain Cards, is exactly equal to the taking either a King or a Queen, having three of each dealt him: therefore he is to diſcard in ſuch a Manner as gives him the faireſt Probability of winning the Cards.

The foregoing caſe may be a general Direction to diſcard in all caſes of the like Nature, either for the Elder or Younger-hand.

XVIII. Suppoſe the Elder-hand has taken in his five Cards, and that he has the Ace, King, and Knave of a Suit, having diſcarded two of that Suit; he has alſo the Ace, King, Knave, and two ſmall Cards of another Suit, but no winning Cards in the other Suits;

Quere. Which of theſe Suits is he to play from, in

in order to have the faireſt Chance of winning or ſaving the Cards?

Anſwer. He is always to play from the Suit of which he has the feweſt in Number; becauſe, if he finds his Adverſary guarded there, the probability is in his Favour that he is unguarded in the other Suit; and ſhould he play from the Suit of which he has the moſt in Number, and finds his Adverſary's Queen guarded, in that caſe he has no chance to ſave or win the Cards.

XIX. If the Elder-hand is ſure to make the Cards equal, by playing of them in any particular Manner, and is advanced before his Adverſary in the Game, he is not to riſque the loſing of them; but if his Adverſary is greatly before him, in that caſe it is his Intereſt to riſque the loſing of the Cards, in Expectation of winning of them.

Particular RULES *and* CASES.

I. SUPPOSE you are Elder-hand, and that you have dealt you a *Quart-Major*, with the Seven and Eight of Clubs, the King and Ten of Diamonds, the King and Nine of Hearts, with the Ten and Nine of Spades;

Quere. Whether you are to leave a Card, by carrying the *Quart-Major* and two more of the ſame Suit for the Point, with two other Kings; or to throw out one Card of your Point?

Anſwer. If you throw out one Card of your Point, there is a Poſſibility that you reckon only five Points, and that your Adverſary may win the

Cards, by which Event he gets eleven Points, beſides his three Aces, *&c.* which gives you a bad Chance for the Game: But by leaving a Card, and admitting that one Card of Conſequence lies in the five Cards which you are entitled to take in, it follows, that you have four Chances to one againſt leaving that Card, and conſequently it is your Intereſt to leave a Card: The Odds are alſo greatly in your Favour, that you take in ſome one of the following Cards in your four Cards, *viz.* there are two to your Points, three Aces, and one King.

II. If you ſhould happen to have the Ace, King, and four ſmall Cards of any Suit, with two other Kings, and no great Suits againſt you, the like Method of the former caſe may be practiſed.

III. Suppoſe you ſhould have the King, Queen, and four of the ſmalleſt Clubs, the King and Queen of Diamonds, the Ace and Knave of Hearts, and the King and Nine of Spades;

Quere. How are you to diſcard, with a Probability of making the moſt Points?

Anſwer. You are to throw out the Queen and four ſmall Clubs, and to carry three entire Suits, with the King of Clubs; for this Reaſon, becauſe the Chance for your taking in the fourth King, is exactly the ſame as the Chance of taking in the Ace of Clubs; in either of which caſes it is three to one againſt you: But if you fail of taking in the fourth King, by diſcarding thus, you have a fair Chance to win the Cards, which will probably make twenty-two Points Difference. But ſhould you diſcard with an Expectation of taking in the Ace of Clubs, and

and ſhould happen to fail, you being obliged to throw out ſome of your great Cards, you would have a very diſtant Chance of either ſaving or winning the Cards.

IV. Suppoſe you ſhould have the King and Queen of Clubs, a *Tierce-Major* in Diamonds, Queen and Knave of Hearts, and a *Quint* from the Knave of Spades;

Quere. How are you to diſcard, with a Probability of making the moſt Points?

Anſwer. You are to throw out the *Quint* to a Knave in Spades, in order to make the moſt Points; becauſe, let us admit that your *Quint* is good for every Thing after you have taken in, you in that caſe only ſcore nineteen Points if you carry it, and you probably give the Cards up, and alſo the Chance of a *Quatorze* of Queens, beſides a great Number of Points in Play; and conſequently, by carrying the *Quint*, you would diſcard to a great Diſadvantage.

V. Suppoſe you have the King, Queen, Seven, Eight, and Nine of Clubs; the Queen and Knave of Diamonds; the Queen, Ten, and Nine of Hearts, with the Ace and Nine of Spades;

Quere. How are you to diſcard?

Anſwer. You are to diſcard the King, Seven, Eight, and Nine of Clubs, and the Nine of Spades; by which Means you do not only go for three Suits, but you have the ſame Chance for taking in the fourth Queen, as you would have to take in the Ace of Clubs: Beſides, the Probability of winning

the Cards is greatly in your Favour, by this Method of diſcarding.

VI. Suppoſe you have the Queen, Ten, Nine, Eight, and Seven of Clubs; the Knave and Ten of Diamonds; the King, Queen, and Knave of Hearts, with the Ace and Nine of Spades;

Quere. How are you to diſcard?

Anſwer. You are to diſcard the five Clubs; becauſe it is three to one that you do not take in the Knave of Clubs; and the carrying three entire Suits gives you a fairer Chance to ſcore more Points.

VII. Suppoſe you have the Ace, Queen, and Knave of Clubs; the King, Queen, and Knave of Diamonds; the Queen and Knave of Hearts, with the Ten, Nine, Eight, and Seven of Spades;

Quere. How are you to diſcard?

Anſwer. You are to diſcard the Ace of Clubs and the four Spades, becauſe it is only five to four but that you take in a Queen or a Knave; it is alſo about three to two that you take in an Ace: You have alſo three Cards to your *Tierce* to a King to take in, *viz.* the Ace and Ten, or the Ten and Nine, to make you a *Quint*; all which Circumſtances conſidered, you have a fair Probability of making a great Game: Whereas, if you ſhould leave a Card, by throwing out the four ſpades only, you run the Riſque of leaving one of the following Cards, *viz.* the King of Clubs, the Ace of Diamonds, the Ace, Queen, or Knave of Spades; in any of which Caſes, you would probably loſe more Points than by throwing out the Ace of Clubs;

Clubs; and if you ſhould carry two Suits, *viz.* three Clubs, three Diamonds, and the Queen of Hearts, you run the Riſque of putting out fourteen Points; and it is only five to four againſt your taking in a Queen or a Knave, and therefore you would diſcard to a great Diſadvantage.

VIII. Suppoſe you have the King, Queen, and Ten of a Suit, and that your Adverſary has the Ace, Knave, and one ſmall Card of that Suit; and that you have only thoſe three Cards left, and you are to make three Points of them;

Quere. What Card are you to play?

Anſwer. You are to play the Ten.

IX. Suppoſe you have the Ace, Queen, Ten, and Nine of Clubs, alſo the King, Queen, Ten, and Nine of Diamonds;

Quere. Which of theſe Suits are you to carry, in order to have the faireſt Probability of ſcoring the greateſt Number of Points?

Anſwer. You are to carry the King, Queen, Ten, and Nine of Diamonds, becauſe the Chance of taking in the Ace of Diamonds is exactly equal to that of taking in the King of Clubs; and alſo the Chance of taking in the Knave of Diamonds is equal to that of taking in the Knave of Clubs; by which Manner of diſcarding, you have a Probability of ſcoring fifteen Points for your *Quint* in Diamonds, inſtead of four Points for the *Quart* in Clubs; and the Chance for winning the Cards is better, becauſe by taking in the Ace of Diamonds you have ſeven Tricks certain, which cannot happen by taking in the King of Clubs.

X. Suppoſe you have four Aces and two Kings dealt you Younger-hand, in order to capot the Elder-hand, you are to make a deep Diſcard, ſuch as the Queen, Ten, and Eight of a Suit; by which Means, if you happen not to take in any Card to ſuch Suit, you may probably capot the Adverſary.

XI. Suppoſe Elder-hand, that you have the Ace, Queen, Seven, Eight, and Nine of Clubs, alſo the Ace, Knave, Seven, Eight, and Nine of Diamonds;

Quere. Which Suit are you to carry, in order to make the moſt Points?

Anſwer. You are to carry the Ace, Knave, Seven, Eight, and Nine of Diamonds, becauſe the taking in the King of Diamonds is equal to the taking in the King of Clubs, and conſequently as good for winning the Cards; but you have the Chance of taking in the Ten of Diamonds to make you fifteen Points, which Event cannot happen by taking in any one certain Card in Clubs.

XII. Suppoſe Elder-hand, that you have the Ace, Queen, Seven, Eight, and Ten of Clubs, alſo the Ace, Knave, Seven, Eight, and Ten of Diamonds;

Quere. Which Suit is beſt to carry?

Anſwer. You are to carry the Ace, Knave, Seven, Eight, and Ten of Diamonds, becauſe the Chance of taking in the King of Diamonds is equal to the Chance of taking in the King of Clubs, and conſequently as good for winning the Cards; but you have an additional Chance of taking in the Nine of Diamonds

Diamonds to make you fifteen Points, which Event cannot happen by taking in one certain Card in Clubs.

XIII. Suppoſe you have the Ace, Queen, Ten, and two more of a Suit; alſo the Ace, Queen, and Ten of another Suit only. And let us ſuppoſe, that your Adverſary has ſhown ſix Cards for his Point, ſuppoſe the Ace, Queen, and four ſmall ones, and ſuppoſe you are guarded in that Suit; as ſoon as you have the Lead, you are to play from the Suit of which you have the feweſt in Number, becauſe if he is guarded in that Suit, he is probably unguarded in the other Suit; but ſhould you begin with the Suit of which you have the moſt in Number, if he happens to be guarded there, you have then no Chance to win the Cards; which may prove otherwiſe, if you begin with the Suit of which you have the feweſt in Number. If he is guarded in both Suits, you have no Chance to win the Cards.

Some COMPUTATIONS, *directing, with moral Certainty, how to diſcard well any Hand.*

I. THE Chance of an Elder-hand's taking in one certain Card, is three to one againſt him.

II. That of his taking in two certain Cards, is 18 to 1 againſt him.

III. I would know what are the Odds that an Elder-hand takes in four Aces?

Anſ.

	againſt him.		for him.
Anſ. That he takes in 4 Aces, is —	986	to	1
At leaſt 3 of them, is about	33	to	1
2 of them	3	to	1
1 of them	2	to	5

IV. If an Elder-hand has one Ace dealt him, what are the Odds that he takes in the other three?

	againſt him.		for him.
Anſwer. That he takes in the 3 Aces —	113	to	1
At leaſt 2 of them, about	6	to	1
1 of them	2	to	3

V. If an Elder-hand has two Aces dealt him, what are the Odds that he takes in the other two?

	againſt him.		for him.
Anſwer. That he takes in the other 2 Aces, is	18	to	1
At leaſt 1 of them, is near 5 to 4 againſt him, or	21	to	17

VI. In caſe the Elder-hand has two Aces and two Kings dealt him, what are the Odds that he takes in either the two Aces or two Kings remaining?

	againſt him.		for him.
Anſwer. It is about —	17	to	2

VII. Elder-hand having neither Ace nor King dealt him, what is his Chance to take in both an Ace and a King in 2, 3, 4, or 5 Cards?

Anſwer.

		againſt him.		for him.
Anſwer. In 2 Cards, is about		11	to	1
In 3 Cards	—	4	to	1
In 4 Cards	—	9	to	5
In 5 Cards	—	33	to	31

VIII. What are the Odds that a Younger-hand takes in two certain Cards?

			againſt him.		for him.
Anſwer.	—	—	62	to	1

What are the Odds that a Younger-hand takes in three certain Cards?

			againſt him.		for him.
Anſwer.	—	—	1139	to	1

IX. The Younger-hand having no Ace dealt him, what Chance has he for his taking one?

		againſt him.		for him.
Anſwer, It is	——	28	to	29

X. If the Younger-hand has one Ace dealt him, what are the Odds of his taking in one or two of the three remaining Aces?

	againſt him.		for him.
Anſwer. That he takes in two of them, is about }	21	to	1
At leaſt one of them —	3	to	2

XI. What are the Odds that the Younger-hand takes in one certain Card?

	againſt him.		for him.
Anſwer. That he does not take it in, is }	17	to	3

What

What are the Odds of a *Carte-Blanche?*

			againſt him.		for him.
Anſwer.	—	—	1791	to	1

An EXPLANATION *and* APPLICATION *of the foregoing* CALCULATIONS.

I. AS by the firſt Calculation it is three to one, that, being Elder-hand, you do not take in one certain Card; you have, therefore, a better Chance of advancing your Game, by carrying two Suits for Points and the Cards, than by aiming at *Quatorze* of Queens, Knaves, or Tens.

II. Second Calculation; to take in two certain Cards, Elder-hand, is eighteen to one againſt you.

Therefore ſuppoſe you have a *Quart-Major*, and two other Aces, dealt you, the Odds that you do not take in the Ten to your *Quart-Major*, and the other Ace, is eighteen to one againſt you; but that you take in one of them, is only twenty-one to ſeventeen againſt you. And ſuppoſe you have three Aces and three Kings dealt you, the Odds are eighteen to one againſt your taking in the other Ace and the other King; yet it is not much above five to four, but that you take in one of them. This example ſhews, how you are to diſcard in Caſes of the like Nature.

III. The Odds in taking in four certain Cards, as four Aces, *&c.* being nine hundred and ſixty-eight to one by the third Calculation, is ſo great a Chance of not ſucceeding, that it is ſcarce worth further Notice.

But

But to take in three Cards out of any four certain Cards, Elder-hand, is only thirty-three to one againſt you.

EXAMPLE. Suppoſe you have two Aces and two Kings dealt you, the Odds of taking in three of them out of four certain Cards, ſuch as two Kings and one Ace, or two Aces and a King, are only thirty-three to one againſt you.

But ſuppoſe you ſhould want to take in any two out of four certain Cards, ſuch as the Queen of Clubs, the Ten of Diamonds, the Ace of Spades, and Knave of Hearts, being Elder-hand, it appears by the Calculation to be three to one againſt you; and the Odds are the ſame for any two out of four certain Cards.

But if, being Elder-hand, you only want one Card out of four, the Odds are five to two in your Favour that you take it in. Therefore, if you have four Tens, or any inferior *Quatorze* dealt you, and no Ace, it is great Odds in your Favour, that, being Elder-hand, you take in one Ace, and ought to play your Game accordingly. But you muſt always conſider the Diſadvantage either of loſing the Cards, or running the Riſque of a Capot, which you run the Hazard of by ſpoiling your Hand with keeping four Tens when they are not good.

IV. By the fourth Calculation; if you have one Ace dealt you, it is one hundred and thirteen to one that you do not take in the three others; forty-nine to eight, or about ſix to one, that you do not take in two out of the three; but that you take in one out of

of the three, is about three to two in your Favour, or one hundred and thirty-ſeven to ninety-one.

As for EXAMPLE. You have a *Quart* from a King, and two Kings more dealt you; as it is three to two that you take in either Ace or Nine to your *Quart* to the King, or the fourth King, as you have the Chance of reckoning fourteen or fifteen Points by this Method of diſcarding, you ought to play accordingly: And this Method ſhews you how to play any hand of the like Sort.

But if you ſhould diſcard, with an Expectation of taking in two Cards out of three certain Cards, the Odds againſt ſuch an Event being above ſix to one, your Game muſt indeed be very deſperate if you attempt to diſcard to that Purpoſe. The Chance of taking in three certain Cards, being one hundred and thirteen to one, is a very diſtant Chance; yet even ſuch does happen ſometimes, but ought never to be ventured upon, but when a Man has no other Reſource in the ſame.

V. The fifth Calculation is, that if you have two Aces dealt you, it is eighteen to one that you do not take in the two other Aces; but only ſeventeen to twenty-one that you take in one of them. Let us illuſtrate the Uſe of this by an Example. Suppoſe you have a *Quart-Major* dealt you, and a *Quart* to a King, and that you are greatly behind your Adverſary in the Game; to take in the Ten to your *Quart-Major* is three to one againſt you; but to take in the Ace or Nine to your *Quart* to the King, is only about five to four againſt you.

Alſo by the ſame Rule, ſuppoſe you have three Kings

Kings and three Queens dealt you, the Odds of your taking in both a King and a Queen, are eighteen to one againſt you; but that of your taking one of them, is only five to four againſt you.

All other caſes of the like Nature may be diſcarded by this Method of Calculation.

VI. As, by the ſixth Calculation, it is ſeventeen to two that you do not take in two certain Cards out of four, ſuch as two Kings, two Queens, *&c.* you muſt not, therefore, confound this with the third Calculation, where the Odds are not above three to one that you take in two Cards out of the four.

VII. Having neither an Ace nor a King dealt you, what are the Odds of your taking in both an Ace and a King in two, in three, in four, or in five Cards?

Anſwer. To take in an Ace and a King;

	againſt you.	for you.
In 2 Cards is about	— 11	to 1
In 3 Cards —	— 4	to 1
In 4 Cards —	— 9	to 5
In 5 Cards —	— 33	to 31

You may obſerve, by the foregoing Calculation, what are the Odds of taking in two, three, four, or five Cards out of any eight certain Cards, and conſequently diſcard to the greateſt Advantage.

The foregoing Calculation is either for the Elder or Younger-hand.

EXAMPLE. Let us ſuppoſe the Younger-hand to have two *Quatorzes* againſt him, he may obſerve, that it is not above four to one but that he takes in one

one of each of them. The like Rule may ſerve for any other eight certain Cards.

VIII. As by the eighth Calculation it is ſixty-two to one, that the Younger-hand does not take in two certain Cards, which Event happening, he ought not therefore to run the Hazard of ſo great a Chance, but when his Game is deſperate, and does not promiſe him another Deal.

IX. By the ninth Calculation, as it is twenty-nine to twenty-eight that the Younger-hand takes in one Ace, having none dealt him; the Calculation is the ſame for any Card out of four certain Cards.

As for EXAMPLE. Suppoſe you have two *Quarts* dealt you from the King or Queen of any Suit, it is the ſame Odds of twenty-nine to twenty-eight, but that you take in a Card to make one of them a *Quint*, and therefore you are to diſcard accordingly.

As alſo, that you take in either Ace, King, Queen, or Knave, of any one Suit, when a Pique or Repique is againſt you.

X. The tenth Calculation is, that if the Younger-hand has one Ace dealt him, it is twenty-one to one that he does not take in two Aces, and about three to two that he does not take in one of them; which Calculation holds good in the taking in any three other certain Cards. Therefore, for Example, let us ſuppoſe, that as it is but three to two againſt the Younger-hand's taking in one Card out of three to ſave a Pique, or a Repique, it would generally be reckoned good Play, either to throw

one

one from his Point, or diſcard a King, *&c.* for the Chance of ſuch an Event.

XI. By the eleventh Calculation it is ſeventeen to three, Younger-hand, againſt your taking in any one certain Card; therefore, the Odds of not ſucceeding in this Caſe are ſo greatly againſt you, that it ought not to be attempted, eſpecially if the winning or laving the Cards is riſqued by ſo doing, except in deſperate Caſes.

CURIOUS *and* INSTRUCTIVE CASES.

I. SUPPOSE you are a Younger-hand, and that you have the Queen, Knave, Seven, Eight, and Nine of Clubs; alſo the Seven and Eight of Diamonds, the Seven of Hearts, and the Ten, Nine, Eight, and Seven of Spades; and that the Elder-hand has left a Card:

Quere. How are you to diſcard, to put it in the Power of the Cards to repique the Elder-hand?

Anſwer. You are to carry the five Clubs and the four Spades, and to leave a Card; and by taking in the Ace, King, and Ten of Clubs, you repique your Adverſary.

II. Suppoſe you have eight Clubs, the Ace and King of Diamonds, the Ace of Hearts, and the Ace of Spades:

Quere. Whether you repique the Younger-hand, or not?

Anſwer. The Younger-hand may have a *Carte-Blanche*, by having three *Quarts* from a Ten, which reckons firſt; and therefore he is not repiqued.

III. What

III. What is the higheſt Number to be made of a Pique?

Anſwer. Eighty-two Points.

What are the Cards which compoſe that Number?

Anſwer. A *Quart-Major* in Clubs, a *Quart-Major* in Diamonds, Ace, King, and Ten of Hearts, with the Ace of Spades.

This is only upon Suppoſition that the *Quart-Major* is good for every Thing.

IV. What is the higheſt Number to be made of a Repique and Capot?

Anſwer. A hundred and ſeventy Points.

What are the Cards which compoſe that Number?

Anſwer. The four *Tierce-Majors*, which are ſuppoſed to be good for every Thing.

V. Suppoſe you are Elder-hand, and that you want eight Points of the Game, and that the Younger-hand wants twenty-three Points; and ſuppoſe you have dealt you the Ace, King, and Queen of Clubs; the Ace, King, and Ten of Diamonds; the Ace, Knave, and Nine of Hearts; the Knave, Nine, and Seven of Spades:

Quere. How are you to diſcard, to prevent any Poſſibility of the Younger-hand's making twenty-three Points, and he is not to reckon *Carte-Blanche?*

Anſwer. You are to diſcard the King and Queen of Clubs, and Knave, Nine, and Seven of Spades, by which Method of diſcarding you are certain to make

make eight Points, before the Younger-hand can make twenty-three Points.

VI. Suppoſe you have the Ace, Queen, and Knave of Clubs, with the King and Ten of Diamonds; and ſuppoſe your Adverſary has the Ace, Queen, and Knave of Diamonds, and the King and Ten of Clubs, your Adverſary being to lead, is to make five Points, or to loſe the Game:

Quere. How ſhall you play to prevent him from making of five Points?

Anſwer. When he plays his Ace of Clubs, you are to play your King of Clubs; by which Means he can only make four Points.

VII. *A* and *B* play a Party at Piquet.

They are one Game each of the Party.

A has it in his Power to win the ſecond Game; but then he is Younger-hand at the Beginning of the next Game.

A has it alſo in his Power to reckon only ninety-nine Points of the ſecond Game, and *B* is to be ſeventy:

Quere. Whether it is *A*'s Intereſt to win the ſecond Game, or not?

Anſwer. It is *A*'s Intereſt to win the ſecond Game, in the Proportion of fourteen to thirteen in his Favour.

Some COMPUTATIONS *for laying Wagers.*

I. IT is five to four that the Elder-hand wins the Game.

II. It is about two to one that the Elder-hand does not lurch the Younger-hand.

III. It

III. It is near four to one that the Younger-hand does not lurch the Elder-hand.

Suppoſe A *and* B *maky a Party at* PIQUET.

I. *A* has the Hand; what are the Odds that *A* wins the Party?

Anſwer. About twenty-three to twenty.

II. If *A* has one Game, and *B* one Game, he who is Eldeſt-hand has above five to four to win the Party.

III. If *A* has two Games Love before they cut for the Deal, the Odds are above four to one that he wins the Party.

IV. If *A* has two Games Love, and *A* has the Hand, the Odds are about five to one that he wins the Party.

V. If *B* has the Hand when *A* is two Love, the Odds in favour of *A* are about three and a half to one.

VI. If *A* has two Games, and *B* one, before they cut, the Odds in Favour of *A* are above two to one.

VII. If *A* has the Hand, and two Games to one, the Odds are about eleven to four.

VIII. If *B* has the Hand, when *A* is two Games to one, the Odds in Favour of *A* are about nine to five.

IX. If *A* is one Game Love, and Elder-hand, the Odds in Favour of *A* are about ſeventeen to ſeven.

X. If *A* has one Game Love, and Younger-hand

hand, the Odds in Favour of *A* or about two to one.

LAWS *of the* GAME *of* PIQUET.

I. THE Elder-hand is obliged to lay out one Card.

II. If the Elder-hand takes in one of the three Cards which belong to the Younger-hand, he loſes the Game.

III. If the Elder-hand, in taking his five Cards, ſhould happen to turn up a Card belonging to the Younger-hand, he is to reckon nothing that Deal.

IV. If the Elder or Younger-hand play with thirteen Cards, he counts nothing.

V. If the Elder-hand has thirteen Cards dealt him, it is in his Option whether he will ſtand the Deal or not; and if he chuſes to ſtand the Deal, he is to diſcover it, and to diſcard five Cards, and to take in four only.

VI. If the Elder or Younger-hand reckons what they have not, they count nothing.

VII. If the Elder-hand touches the Stock after he has diſcarded, he cannot alter his Diſcard.

VIII. If a Card is faced, and it happens to be diſcovered, either in the dealing or in the Stock, there muſt be a new Deal unleſs it be the bottom Card.

IX. If the Dealer turns up a Card in dealing, belonging to the Elder-hand, it is in the Option of the Elder-hand to have a new Deal.

X. If the Younger-hand takes in five Cards, it is the Loſs of the Game, unleſs the Elder-hand has left two Cards.

XI. If the Elder-hand calls forty-one for his Point, which happens to be a *Quart-Major*, and it is allowed to be good, and only reckons four for it, and plays away, in this caſe he is not entitled to count more.

XII. If the Elder-hand ſhews a *Point*, or a *Quart*, or *Tierce*, and aſks if they are good, and afterwards forgets to reckon any of them, it bars the Younger-hand from reckoning any of equal Value.

XIII. *Carte-Blanche* counts firſt, and conſequently ſaves Piques and Repiques: It alſo piques and repiques the Adverſary, in the ſame Manner, as if thoſe Points were reckoned in any other Way.

XIV. *Carte-Blanche* reckons before any Thing elſe; but need not be ſhewn till the Adverſary has firſt diſcarded; only, if you are Elder-hand, you muſt bid the Younger-hand to diſcard for *Carte-Blanche;* which after he has done, you ſhew your *Blanche* by counting your Cards down one after another.

XV. You are to cut two Cards at the leaſt.

XVI. If you call a Point, and do not ſhew it, you reckon nothing for it; and the Younger-hand may ſhew and reckon his Point.

XVII. If you play with eleven Cards, or fewer, no Penalty attends it.

XVIII. If the Elder-hand leaves a Card, and after

after he has taken in, he happens to put to his Diſcard the four Cards taken in, they muſt remain with his Diſcard, and he only play with eight Cards, *viz.* thoſe added to his Diſcard.

XIX. If the Younger-hand leaves a Card or Cards, and mixes it with his Diſcard before he has ſhewn it to the Elder-hand, who is firſt to tell him what he will play, the Elder-hand is entitled to ſee his whole Diſcard.

XX. If the Younger-hand leaves a Card or Cards, and does not ſee them, nor mixes them to his Diſcard, the Elder-hand has no Right to ſee them; but then they muſt remain ſeparate whilſt the Cards are playing, and the Younger-hand cannot look at them neither all that while.

XXI. If the Younger-hand leaves a Card or Cards, and looks at them, the Elder-hand is entitled to ſee them, firſt declaring what Suit he will lead.

XXII. If the Dealer deals a Card too many, or too few, it is in the Option of the Elder-hand to have a new Deal; but if he ſtands the Deal, he muſt leave three Cards for the Younger-hand.

XXIII. You are, in the firſt Place, to call your Point; and if you have two Points, if you deſign to reckon the higheſt, you are to call that firſt, and are to abide by your firſt Call.

XXIV. You are to call your *Tierces*, *Quarts*, *Quints*, *&c.* next; and to call the higheſt of them, in caſe you deſign to reckon them.

XXV. You are to call a *Quatorze* preferable to three Aces, *&c.* if you deſign to reckon them.

XXVI. If you call a *Tierce*, having a *Quart* in your Hand, you muſt abide by your firſt Call.

THE GAME OF CHESS.

THE Cheſs-Board contains ſixty-four Squares. The King and his Officers, being eight Pieces, are placed upon the firſt Line of the Board, the white Corner of it being towards your Right-hand.

The white King muſt be upon the fourth black Square. The black King upon the fourth white Square: Oppoſite to each other.

The white Queen muſt be upon the fourth white Square, on the Left of her King. The black Queen upon the fourth black Square, on the Right of her King.

The Biſhops muſt be placed on each Side of the King and Queen.

The Knights muſt ſtand on each Side of the Biſhops.

The Rooks in the two Corners of the Board, next to the Knights.

The

The eight Pawns, to be placed upon the eight Squares of the ſecond Line.

The Pieces, and Pawns, on the Side of the King, take their Names from him, as thoſe on the Side of the Queen do from her, and are called the Pawns of the Biſhop of the King, or of the Biſhop of the Queen, &c.

The Squares are named from the Pieces, viz. Where the King ſtands, is called the Square of the King; where his Pawn ſtands, is called the ſecond Square of the King; that before the Pawn is called the third Square of the King, that beyond it is called the fourth Square of the King, and ſo of all the reſt.

The King moves every Way, but only one Square at a Time.

The King may leap once in the Game, either on his own Side, or on the Side of his Queen, (viz. the Rook is moved into the next Square to the King; and the King moves to the Square on the other Side of him, which is alſo called caſtling:) Provided nevertheleſs no Piece is between him and the Rook; nor after this Rook hath been moved; nor after the King hath been moved; nor when the King is in Check; nor when the Square, over which he means to leap, is viewed by an adverſe Man, who would check him in his Paſſage.

The Kings muſt always be one Square diſtant from each other.

The Queen hath the Move of the Rook, and the Biſhop. She moves in a ſtraight Line, and alſo angularly.

The Biſhops move only angularly.

The Knights move obliquely, upon every third Square, including that which they ſtood on, from black to white, and from white to black, over the Heads of the Men.

The Rooks move in a right Line.

A Pawn moves in a ſtraight Line forward, and takes the Enemy angularly. He may be moved two Squares the firſt Move.

If the Square over which your Pawn leaps, is viewed by a contrary Man, that Man may take the Pawn in his Paſſage, and then he muſt place himſelf in the Square over which the Pawn leaps.

After the firſt Move, a Pawn can only move one Square at a Time. All the reſt of the Men move forward or backward.

When a Pawn gets at the Head of the Board upon the firſt Line of the Adverſary, he may be changed for any one of the Pieces, which you have loſt in the Courſe of the Game.

The Men take the Adverſary's Men, who ſtand in their Way, provided the Road lies open to them; or they may refuſe it if they think proper.

You muſt ſet down your Man in the ſame Square in which you take the contrary Man.

The Men can move the whole Length or Breadth of the Board, or from one Angle to the other, except the King, Knights, and Pawns.

When the Adverſary King is in a Situation to be taken by you, you muſt ſay *Check* to him; by which you give him Warning to defend himſelf, either by changing his Place, or by covering himſelf with one of his own Men, or by taking the Man who aſſaults

aſſaults him: if he can do none of theſe Things, he is *check-mated*.

The King cannot change his Square, if he by ſo doing goes into Check.

When the King has no Man whom he can play, and is not in Check, yet is ſo blocked up, that he cannot move without going into Check; this Poſition is called a *Stale-Mate*. In this Caſe the King who is ſtale-mated wins the Game.

RULES *and* OBSERVATIONS *for* CHESS.

By Mr. HOYLE.

I. YOU ought to move your Pawns before you ſtir your Pieces, and afterwards to bring out your Pieces to ſupport them; therefore the Kings, Queens, and Biſhop's Pawns ſhould be the firſt played, in order to open your Game well.

II. You are not, therefore, to play out any of your Pieces early in the Game, becauſe you thereby loſe Moves, in caſe your Adverſary has it in his Power, by playing a Pawn upon them, to make them retire, and alſo opens his Game at the ſame Time; eſpecially avoid playing your Queen out, till your Game is tolerably well opened.

III. Avoid giving uſeleſs Checks, and never give any, unleſs you thereby gain ſome Advantage, becauſe you may loſe the Move if he can either take or drive your Piece away.

IV. Never crowd your Game by having too many Pieces together, for fear of choaking up your Paſ-

ſage, ſo as to hinder your advancing or retreating your Men as occaſion may require.

V. If your Game happens to be crowded, endeavour to free it by making Exchanges of Pieces or Pawns, and caſtle your King as ſoon as you conveniently can.

VI. Endeavour to crowd the Adverſary's Game, which is to be done thus: When he plays out his Pieces before he does his Pawn, you are to attack them as ſoon as you can with your Pawns, by which you may make him loſe Moves, and conſequently crowd him.

VII. Never attack the Adverſary's King without a ſufficient force; and if he attacks your King, and you have it not in your Power to attack his, you are to offer Exchanges with him; and if he retires, when you preſent a Piece to exchange, he may loſe a Move, and conſequently you gain an Advantage.

VIII. Play your Men in ſo good Guard of one another, that if any Man you advance be taken, the adverſe Piece may alſo be taken by that which guarded yours; and for this Purpoſe, be ſure to have as many Guards to your Piece, as you ſee your Adverſary advances Pieces upon it; and if you can, let them be of leſs Value than thoſe he aſſails with. If you find that you cannot well ſupport your Piece, ſee if by attacking one of his that is better, or as good, you cannot thereby ſave yours.

IX. Never make at Attack but when well prepared for it, nor give uſeleſs Checks, for thereby you open your Adverſary's Game, and make him ready

ready prepared to pour in a ſtrong Attack upon you, as ſoon as your weak one is over.

X. Never play any Man till you have examined whether you are free from Danger by your Adverſary's laſt Move; nor offer to attack till you have conſidered what Harm he would be able to do you by his next Moves, in Conſequence of yours, that you may prevent his Deſigns, if hurtful, before it be too late.

XI. When your Attack is in a proſperous Way, never be diverted from purſuing your Scheme (if poſſible) on to giving him Mate, by taking any Piece, or other Advantage, your Adverſary may purpoſely throw in your Way, with the Intent, that by your taking that Bait, he might gain a Move that would make your Deſign miſcarry.

XII. When you are purſuing a well-laid Attack, but find it neceſſary to force your Way through your Adverſary's Defence, with the Loſs of ſome Pieces; if, upon counting as many Moves forward as you can, you find a Proſpect of Succeſs, ruſh on boldly, and ſacrifice a Piece or two to gain your End: Theſe bold Attempts make the fineſt Games.

XIII. Never let your Queen ſtand ſo before your King, as that your Adverſary, by bringing a Rook or a Biſhop, might check your King if ſhe were not there, for you might hardly chance to ſave her.

XIV. Let not your Adverſary's Knight (eſpecially if duly guarded) come to check your King and Queen, or your King and Rook, or your Queen

and Rook, or your two Rooks, at the ſame Time; for in the two firſt Caſes, the King being forced to go out of Check, the Queen or the Rook muſt be loſt; and in the two laſt Caſes, a Rook muſt be loſt, at beſt, for a worſe Piece.

XV. Take Care that no guarded Pawn of your Adverſary's fork two of your Pieces.

XVI. When the Kings have caſtled on different Sides of the Board, the Adverſary muſt advance upon the other King the Pawns he has on that Side of the Board, taking Care to bring his Pieces, eſpecially his Queen and Rooks, to ſupport them; and the King that has caſtled, is not to ſtir his three Pawns till forced to it.

XVII. In playing the Game, endeavour to have a Move as it were in Ambuſcade; what is meant by it is, to place the Queen, Biſhop, or Rook behind a Pawn, or a Piece, in ſuch a Manner, as that upon playing that Pawn, or Piece, you diſcover a Check upon your Adverſary's King, and conſequently may often get a Piece, or ſome other Advantage by it.

XVIII. Never guard an inferior Piece with a better, if you can do it with a Pawn, becauſe that better Piece may in that Caſe be, as it were, out of Play; for the ſame Reaſon, you ought not to guard a Pawn with a Piece, if you have it in your Power to guard it with a Pawn.

XIX. A Pawn paſſed, and well ſupported, often coſts the Adverſary a Piece. And if you play to win the Game only, whenever you have gained a Pawn, or any other Advantage, and are not in Danger

ger of loſing the Move thereby, make as frequent Exchanges of Pieces as you can.

XX. If you have three Pawns each upon the Board, and no Piece, and you have one of your Pawns on one Side of the Board, and the other two on the other Side, and your Adverſary's three Pawns are oppoſite to your two Pawns, march with your King, as ſoon as you can, to take his Pawns; and if he goes with his King to ſupport them, go on to Queen with your ſingle Pawns; and if he goes to hinder him, take his Pawns, and puſh the others to Queen. This ſhews the Advantage of a paſſed Pawn.

XXI. At the latter End of a Game, each Party having only three or four Pawns on different Sides of the Board, the Kings are to endeavour to gain the Move, in order to win the Game. For Example: If you bring your King oppoſite to your Adverſary's King, with only one Houſe between you, you will have gained the Move.

XXII. When your Adverſary has his King and one Pawn on the Board, and you have your King only, you will never loſe that Game, if you can bring your King to be oppoſite to your Adverſary's, when he is immediately either before or on one Side of his Pawn, and there is only one Houſe between the Kings.

XXIII. When your Adverſary has a Biſhop and one Pawn on the Rook's Line, and his Biſhop is not of the Colour that commands the Corner-houſe his Pawn is going to, and you have only your King,

if you can get into that Corner, you cannot loſe that Game, but may win it by a Stale.

XXIV. When you have greatly the Diſadvantage of the Game, having only your Queen left in Play, and your King happens to be in the Poſition of Stale-Mate, keep giving Check to your Adverſary's King, always taking Care not to check him where he can interpoſe any of his Pieces that make the Stale; ſo doing, you will at laſt force him to take your Queen, and then you win the Game by being in a Stale-Mate.

XXV. Never cover a Check with a Piece that a Pawn puſhed upon it may take, for fear of only getting that Pawn for it.

XXVI. Always take Care that your Adverſary's King has a Move, for fear of giving a Stale-Mate; therefore do not crowd him up with your Pieces, leſt you inadvertently give one.

Explanations and Applications of ſome of the foregoing RULES *and* OBSERVATIONS.

WHETHER you play the open Game, or the cloſe Game, be ſure you bring out all your Pieces into Play before you begin to attack; for if you do not, and your Adverſary does, you will always attack, or be attacked, at a great Diſadvantage: This is ſo eſſential, that you had better forego an Advantage than deviate from it; and I may venture to pronounce, that no Perſon can ever play well at this Game, that does not put this Rule ſtrictly in Practice: and do not let any Body imagine,

gine, that theſe preparatory Moves are uſeleſs, becauſe he does not receive an immediate Advantage from them; they are juſt as neceſſary, as it is at Whiſt to deal thirteen Cards round before you begin to play. In order to bring out your Pieces properly, I would adviſe to puſh on your Pawns firſt, and ſupport them with your Pieces; and you will receive this Advantage from it, that your Game will not be crowded: I mean by this, that all your Pieces will be at Liberty to play and aſſiſt each other, and ſo co-operate towards obtaining your End: and this farther is to be obſerved, that, either in your Attack, or Defence, you bring them out ſo as not to be drove back again.

II. When you have brought out all your Pieces, as I have premiſed, which you will have done very well, eſpecially, if you have your Choice on which Side to caſtle (which I would always adviſe to do) I would then pauſe a while, and conſider thoroughly my own and my Adverſary's Game, and from his Situation, and obſerving where he is weakeſt, I would not only take my Reſolution where to caſtle, but likewiſe where to begin my Attack; and it ſtands to Reaſon you cannot do it in a better Place than where you are ſtrongeſt, and your Enemy weakeſt. By this Method, it is very probable that you will be able to break through your Adverſary's Game, in which Fray ſome Pieces muſt of Courſe be exchanged. But now pauſe again and ſurvey both Games attentively, and do not let your Impetuoſity hurry you on too far with this firſt Succeſs; and my Advice to you now in this critical Juncture

Juncture (eſpecially if you ſtill find your Adverſary pretty ſtrong) is to rally your Men again, and put them in good Order for a ſecond or third Attack, if needful, ſtill keeping your Men cloſe and connected together, ſo as to be of Uſe to each other: For want of this Method, and a little Coolneſs, I have often ſeen an almoſt ſure Victory ſnatched out of a Player's Hands, and a total Overthrow enſue. But if, after all, you cannot penetrate ſo far as to win the Game, nevertheleſs, by obſerving theſe Directions, I apprehend you may ſtill be very ſure of having a well-diſpoſed Game; and this brings me to the third Part of the Game, which is the Concluſion.

III. And now that I am come to the laſt period of the Game, which abounds alſo with Difficulties and Niceties, it muſt be obſerved, when your Pawns are ſtrongeſt, beſt connected together, and neareſt to Queen, you muſt likewiſe mind how your Adverſary's Pawns are diſpoſed, and in what Degree of Preferment they are, and compare theſe Things together; and if you find you can get to Queen before him, you muſt proceed without Heſitation; if not, you muſt hurry on with your King to prevent him: I ſpeak now, as ſuppoſing all the Noblemen are gone; if not, they are to attend your Pawns, and likewiſe to prevent your Adverſary from going to Queen.

Some

Some general RULES, *by Way of Corroboration and Supplement to what has been already ſaid.*

I. DON'T be too much afraid of loſing a Rook for an inferior Piece: My Reaſon is this; although a Rook is better than any other, except the Queen, yet it ſeldom comes into Play, ſo as to operate, until the end of the Game; and therefore it happens very often, that it is better to have a leſs good Piece in Play than a better out.

II. When you have moved a Piece, ſo that your Adverſary drives you away with a Pawn, take it for granted (generally ſpeaking) that it is a bad Move, your Enemy gaining that double Advantage over you of advancing himſelf, and making you retire: I think this deſerves Attention; for although the firſt Move may not be much, between equal and good Players, yet the Loſs of one or two more, after the firſt, makes the Game almoſt irretrievable. Alſo, if you defend and can recover the Move, or the Attack (for they both go together) you are in a fair Way of winning.

III. If you make ſuch a Move as that, having Liberty to play again, you can make nothing of it, take it for granted it is an exceeding bad one; for at this nice Game no Move can be indifferent.

IV. If your Game is ſuch, that you have ſcarce any Thing to play, it is your own fault, either for having brought out your Pieces wrong, or, which is

is worſe, not at all; for if you have brought them out right, you muſt have Variety enough to play.

V. Don't be too much afraid of doubling a Pawn; three Pawns together are ſtrong, but four, that make a Square, with the Help of other Pieces well managed, make an invincible Strength, and probably, in Time of Need, may produce you a Queen: on the other Side, two Pawns, with an Interval between, are no better than one; and if, imprudently, you ſhould have three over each other in a Line, your Game cannot be in a worſe Situation: Examine this on the Table, and the Truth of it will ſtrike you. Your Buſineſs therefore is, to keep your Pawns cloſe cemented and connected together; and it muſt be great Strength on the other Side that can overpower them.

VI. When a Piece is ſo attacked as that you cannot ſave it, give it up, and beſtow your Thoughts how to annoy your Enemy in another Place, whilſt he is taking it; for it very often happens, that whilſt your Adverſary is running madly after a Piece, you either get a Pawn or two, or ſuch a Situation as ends in his Deſtruction.

VII. Suppoſing your Queen and another Piece are attacked at the ſame Time, and that by removing your Queen you muſt loſe your Piece: in this caſe, if you can get two Pieces in Exchange for your Queen, I would adviſe you rather to do it than retire; for obſerve, it is the Difference of three Pieces, which is more than the Worth of a Queen; beſides that you keep your Game entire, and preſerve your Situation, which very often is better

better than a Piece; nay, rather than retire, I would give my Queen for a Piece, and a Pawn or two, nay, almoſt for what I can get; for do but obſerve, amongſt good Players, this one Thing (to convince you this Advice is not bad) that when the Attack and Defence is thoroughly formed, and every Thing prepared for the Storm, if he that plays firſt is obliged by the Act of the Perſon that defends to retire, it generally ends in the Loſs of the Game of the attacked Side.

VIII. Do not aim at changing without Reaſon; it is ſo far from being right, that a good Player will take this Advantage of it, that he will ſpoil your Situation, and mend his own: But in theſe following caſes it is quite right; when you are ſtrongeſt, eſpecially by a Piece, then every Time you change, your Advantage increaſes; this is ſo plain it needs no Argument. Again, when you have played a Piece, and your Adverſary oppoſes one to you, change directly, for it is plain he wants to remove you; prevent him, therefore, and do not loſe the Move.

IX. Every now and then I would have you caſt up your Game, and make the Balance, then take your Meaſures accordingly.

X. At the latter End of the Game eſpecially, remember your King is a capital Piece, and do not let him be idle; it is by his Means, generally, you get the Move and the Victory.

XI. Obſerve this alſo, that as the Queen, Rook, and Biſhop operate at a Diſtance, it is not always neceſſary in your Attack to have them near your Adverſary's

Adverſary's King; they do better at a Diſtance, cannot be drove away, and prevent a Stale-Mate.

XII. When you have a Piece that you can take, and that cannot eſcape you, do not be in a Hurry; ſee where you can make a good Move elſewhere, and take it at your Leiſure.

XIII. It is not always right to take your Adverſary's Pawn with your King, for very often it happens to be a Safeguard and Protection to your King.

XIV. When you can take a Man with different Pieces, do not do it with the firſt that occurs, but conſider thoroughly with which you had beſt take it.

The LAWS *of* CHESS.

I. IF you touch your Man you muſt play it, and if you quit it you cannot recall it.

II. If by Miſtake, or otherwiſe, you play a falſe Move, and your Adverſary takes no Notice of it till he hath played his next Move, neither of you can recall it.

III. If you miſplace your Men, and play two Moves, it lieth in your Adverſary's Power, or Choice, whether he will permit you to begin the Game or not.

IV. If the Adverſary playeth or diſcovereth a Check to your King, and gives no Notice of it, you may let him ſtand ſo till he gives Notice.

V. After your King has moved, you cannot caſtle.

THE

THE GAME OF BACK-GAMMON.

THIS Game is played by two Perſons, upon a Table divided into two Parts, upon which there are twenty-four black and white Points. Each Adverſary has fifteen Men, black and white, to diſtinguiſh them, and are diſpoſed of thus: Suppoſing you play into the Right-hand Table, two upon the Ace-Point in your Adverſary's Table, five upon the Six-Point in the oppoſite Table, three upon the Cinque-Point in the hithermoſt Table, and five on the Six-Point in your own Table, the grand Object is to bring the Men round in your own Table; all Throws that contribute towards it, and prevent your Adverſary doing the like, are advantageous, and *vice verſa*. The firſt beſt Throw upon the Dice is eſteemed Aces, as it ſtops the Six-Point in the outer Table, and ſecures the Cinque in your own, whereby your Adverſary's two Men upon your Ace-Point cannot get out with either Quatre, Cinque, or Six. Wherefore this Throw is an Advantage frequently aſked and given between Players that are not equally ſkilful.

TREATISE

TREATISE OF BACK-GAMMON.

By Mr. HOYLE.

BECAUSE it is neceſſary for a Learner to know how many Points he ought to throw upon the Two Dice, one Throw with another, we ſhall take the following Method to demonſtrate it.

EXAMPLE. I would know how many Chances there are upon two Dice?

The Anſwer is Thirty-ſix.

I would alſo know how many Points there are upon the Thirty-ſix Chances?

The Anſwer to which take as follows; *Viz.*

2 Aces	—	4	5 and 4 twice		18
2 Deuces	—	8	5 and 3 twice		16
2 Trois	—	12	5 and 2 twice		14
2 Fours	—	16	5 and 1 twice		12
2 Fives	—	20	4 and 3 twice		14
2 Sixes	—	24	4 and 2 twice		12
6 and 5	twice	22	4 and 1 twice		10
6 and 4	twice	20	3 and 2 twice		10
6 and 3	twice	18	3 and 1 twice		8
6 and 2	twice	16	2 and 1 twice		6
6 and 1	twice	14			— *Points.*

Divided by 36 $\left\{\begin{matrix}294\\288\end{matrix}\right\}$ 8

6

294 divided by 36, ſolves the Queſtion; by which it appears, that one Throw with another you may expect to throw 8 upon two Dice.

I would

I would know how many Chances there are upon 2 Dice?

The Anſwer is 36, which are as follows:

	2 Sixes	— 1		5 and 4 twice	2
	2 Fives	— 1		5 and 3 twice	2
	2 Fours	— 1		5 and 2 twice	2
	2 Trois	— 1	*	5 and 1 twice	2
	2 Deuces	— 1		4 and 3 twice	2
*	2 Aces	— 1		4 and 2 twice	2
	6 and 5 twice	2	*	4 and 1 twice	2
	6 and 4 twice	2		3 and 2 twice	2
	6 and 3 twice	2	*	3 and 1 twice	2
	6 and 2 twice	2	*	2 and 1 twice	2
*	6 and 1 twice	2			—
					36

Becauſe a Learner may be at a Loſs to find out by this Table of 36 Chances, what are the Odds of being hit, upon a certain, or flat Die, let him take the following Method.

EXAMPLE. To know the Odds of being hit upon an Ace?

Look in the Table, where you will find thus * marked.

*	2 Aces	— 1	*	3 and 1 twice	2
*	6 and 1 twice	2	*	4 and 1 twice	2
*	5 and 1 twice	2	*	2 and 1 twice	2
					—
				Total	11
					—
				Which deducted from	36
					—
				The remainder is	25

By

By this Method it appears, that it is 25 to 11 against hitting an Ace, upon a certain, or flat Die.

The like Method may be taken with any other flat Die, as you have ſeen with the Ace.

I would know what are the Odds of entering a Man upon 1, 2, 3, 4, or 5 Points?

Anſwer,

		for.	againſt.		Reduced. for.	againſt.
To enter it	upon 1 Point is	11	to 25	or about	4	to 9
	upon 2 Points	20	16		5	4
	upon 3 Points	27	9		8	1
	upon 4 Points	32	4		8	1
	upon 5 Points	35	1		35	1

I would know what are the Odds of hitting, with any Chance, in the reach of a ſingle Die?

Anſwer.

		for.	againſt.		Reduced. for.	againſt.
To hit	upon 1 is	11	to 25	or about	4	to 9
	upon 2	12	24		1	2
	upon 3	14	22		2	3
	upon 4	15	21		5	7
	upon 5	15	21		5	7
	upon 6	17	19		$8\frac{1}{2}$	$9\frac{1}{2}$

I would know what are the Odds of hitting with double Dice? which are as follows:

Anſwer.

			for.	againſt.		Reduced. for.	againſt.
To hit	upon 7	is	6	to 30	or about	1	to 5
	upon 8		6	30		1	5
	upon 9		5	31		1	6
	upon 10		3	33		1	11
	upon 11		2	34		1	17
	upon 12	(or 2 6's)	1	36		1	35

To

To explain farther to a Learner how to make uſe of the Table of 36 Chances, when at a Loſs to find the Odds of being hit upon any certain or flat Die, this ſecond Example is here added to ſhew how to find by that Table the Odds of being hit upon a 6.

2 Sixes	— 1	6 and 3 twice	2
2 Trois	— 1	6 and 2 twice	2
2 Deuces	— 1	6 and 1 twice	2
6 and 5 twice	2	5 and 1 twice	2
6 and 4 twice	2	4 and 2 twice	2

17

Which deducted from 36

Remainder is — 19

By the foregoing Example it is evident, that it is 19 to 17 againſt being hit upon a 6.

The Odds of	2 Love	is about	5 to 2
and of	2 to 1	is	2 1
and of	1 Love	is	3 2

I. IF you play three up at Back-gammon, your principal View, in the firſt Place, is, either to ſecure your own or your Adverſary's Cinque-Point; when that is effected, you may play a puſhing Game, and endeavour to gammon your Adverſary.

II. The next beſt Point (after you have gained your Cinque-Point) is to make your Barr-Point, thereby

thereby preventing your Adverſary's running with 2 Sixes.

III. After you have proceeded thus far, you are, in the next Place, to prefer the making your Quatre-Point in your own Tables, rather than the Quatre-Point out of them.

IV. Having gained theſe Points, you have a fair Chance to gammon your Adverſary, if he is very forward: For, ſuppoſe his Tables are broke at home, it will be then your Intereſt to open your Barr-Point, and to oblige him to come out of your Tables with a Six; and having your Men ſpread, you not only may catch that Man which your Adverſary brings out of your Tables, but you will alſo have a Probability of taking up the Man left in your Tables (upon Suppoſition that he had two Men there). And ſuppoſe he ſhould have a Blot at home, it will then be your Intereſt not to make up your Tables; becauſe, if he ſhould enter upon a Blot, which you are to make for the Purpoſe, you will have a Probability of getting a third Man; which, if accompliſhed, will give you, at leaſt, 4 to 1 of the Gammon; whereas, if you have only two of his Men up, the Odds is in his Favour that you do not gammon him.

V. If you play for a Hit only, 1 or 2 Men taken up of your Adverſary's, makes it ſurer than a greater Number, provided that your Tables are made up.

VI. DIRECTIONS *how to carry your Men home.*

When you carry your Men home, in order to loſe no

no Point, you are to carry the moſt diſtant Man to your Adverſary's Barr-point, that being the firſt Stage you are to place it on; the next Stage is 6 Points farther, *viz.* in the Place where your Adverſary's five Men are firſt placed out of his Tables; the next Stage is upon the ſixth Point in your Tables. This Method is to be purſued till your Men are brought home, except 2, when by loſing a Point, you may often ſave your Gammon, by putting it in the Power of 2 Fives, or 2 Fours to ſave it.

VII. If you play to win a Hit only, you are to endeavour to gain either your own or your Adverſary's Cinque-point; and if that fails, by your being hit by your Adverſary, and you find that he is forwarder than you, in that caſe you muſt throw more Men into his Tables. The Manner of doing it is thus: Put a Man upon your Cinque or Barr-point, and if your Adverſary neglects to hit it, you may then gain a forward Game, inſtead of a back Game; but if he hits you, you muſt play for a back Game, and then the greater Number of Men which are taken up, makes your Game the better, becauſe you will, by that Means, preſerve your Game at home; and you muſt then always endeavour to gain both your Adverſary's Ace and Trois Points, or his Ace and Deuce Points, and take Care to keep three Men upon his Ace Point, that if you chance to hit him from thence, that Point may remain ſtill ſecure to you.

VIII. At the Beginning of a Set do not play for a back Game, becauſe by ſo doing you would play

to a great Diſadvantage, running the Riſque of a Gammon to win a ſingle Hit.

DIRECTIONS *for playing, at ſetting out the* 36 *Chances of the Dice, when you are to play for a Gammon, or for a ſingle Hit.*

I. TWO Aces, to be played on your Cinque-point, and Barr-point, for a Gammon or for a Hit.

II. Two Sixes, to be played on your Adverſary's Barr-point, and on your own Barr-point, for a Gammon, or for a Hit.

III. *Two Trois, two to be played on your Cinque-point, and the other two on your Trois-point in your own Tables, for a Gammon only.

IV. †Two Deuces, to be played on your Quatre-point in your own Tables, and two to be brought over from the five Men placed in your Adverſary's Tables, for a Gammon only.

V. ‡Two Fours, to be brought over from the five Men placed in your Adverſary's Tables, and to be put upon the Cinque-point in your own Tables, for a Gammon only.

VI. Two Fives, to be brought over from the five Men placed in your Adverſary's Tables, and to be put upon the Trois-point in your own Tables, for a Gammon, or for a Hit.

VII. Size-ace, you are to take your Barr-point for a Gammon, or for a Hit.

VIII. Size-deuce, a Man to be brought from the five Men placed in your Adverſary's Tables, and

and to be placed on the Cinque-point in your own Tables, for a Gammon, or for a Hit.

IX. Six and Three, a Man to be brought from your Adverſary's Ace-point, as far as he will go, for a Gammon, or for a Hit.

X. Six and Four, a Man to be brought from your Adverſary's Ace-point, as far as he will go, for a Gammon, or for a Hit.

XI. Six and Five, a Man to be carried from your Adverſary's Ace-point, as far as he can go, for a Gammon, or for a Hit.

XII. Cinque and Quatre, a Man to be carried from your Adverſary's Ace-point, as far as he can go, for a Gammon, or for a Hit.

XIII. Cinque-trois, to make the Trois-point in your Table, for a Gammon, or for a Hit.

XIV. Cinque-deuce, to play two Men from the five placed in your Adverſary's Tables, for a Gammon, or for a Hit.

XV. *Cinque-ace, to bring one Man from the five placed in your Adverſary's Tables for the Cinque, and to play one Man down on the Cinque-point in your own Tables for the Ace, for a Gammon only.

XVI. Quatre-trois, two Men to be brought from the five placed in your Adverſary's Tables, for a Gammon, or for a Hit.

XVII. Quatre-deuce, to make the Quatre-point in your own Tables, for a Gammon, or for a Hit.

XVIII. †Quatre-ace, to play a Man from the five placed in your Adverſary's Tables for the Quatre, and for the Ace to play a Man down upon

the Cinque-point in your own Tables, for a Gammon only.

XIX. Trois-deuce, two Men to be brought from the five placed in your Adverſary's Tables, for a Gammon only.

XX. Trois-ace, to make the Cinque-point in your own Tables, for a Gammon, or for a Hit.

XXI. *Deuce-ace, to play one Man from the five Men placed in your Adverſary's Tables for the Deuce; and for the Ace, to play a Man down upon the Cinque-point in your own Tables, for a Gammon only.

DIRECTIONS *how to play the Chances that are marked thus* (*) *when you are only to play for a Hit.*

I.*TWO Trois, two of them are to be played on your Cinque-point in your own Tables, and with the other two you are to take the Quatre-point in your Adverſary's Tables.

II. †Two Deuces, two of them are to be played on your Quatre-point in your own Tables, and with the other two you are to take the Trois-point in your Adverſary's Tables.

The two foregoing Caſes are to be played in this Manner, for this Reaſon, *viz.* that thereby you avoid being ſhut up in your Adverſary's Tables, and have the Chance of throwing high Doublets, to win the Hit.

III. *Two Fours, two of them are to take your Adverſary's Cinque-point in his Tables; and for the other

other two, two Men are to be brought from the five placed in your Adverſary's Tables.

IV. *1. Cinque-ace, play the Cinque from the five Men placed in your Adverſary's Tables, and play the Ace from your Adverſary's Ace-point.

V. *2. Quatre-ace, play the Quatre from the five Men placed in your Adverſary's Tables, and play the Ace from the Men on your Adverſary's Ace-point.

VI. *3. Deuce-ace, play the Deuce from the five Men placed in your Adverſary's Tables, and play the Ace from your Adverſary's Ace-point.

N. B. The three laſt Chances are played in this Manner, for the following Reaſon: By laying an Ace down in your Adverſary's Tables, you have a Probability of throwing Deuce-ace, Trois-deuce, Quatre-trois, or Size-cinque, in two or three Throws; in any of which Caſes you are to take a Point, which gives you vaſtly the better of the Hit.

You may obſerve, by the Directions given in this Chapter, that you are to play nine Chances out of the thirty-ſix in a different Manner, for a ſingle Hit, to what you would do when playing for a Gammon.

Some OBSERVATIONS, HINTS, *and* CAUTIONS.

I. BY the Directions given to play for a Gammon, you are voluntarily to make ſome Blots, the Odds being in your Favour, that they are not hit; but ſhould it ſo happen, that any Blot

is hit, as in this caſe you will have three Men in your Adverſary's Tables, you muſt then endeavour to ſecure your Adverſary's Cinque, Quatre, or Trois-point, to prevent a Gammon, and muſt be very cautious how you ſuffer your Adverſary to take up a fourth Man.

II. Take Care not to crowd your Game at any Time, if poſſible. What is meant by crowding a Game, is the putting many Men either upon your Trois or Deuce-point in your own Tables; which is, in Effect, loſing of thoſe Men by not having them in Play.

Beſides, by crowding your Game, to attempt to ſave a Gammon, you are often gammoned; becauſe, when your Adverſary finds your Game open, by being crowded in your own Tables, he may then play his Game as he thinks fit.

III. By Recourſe had to the Calculations, you may know what are the Odds of your entering a ſingle Man upon any certain Number of Points, and by that Means you may play your Game accordingly.

IV. If you are obliged to leave a Blot, by Recourſe had to the Calculations for hitting it, you will find the Chances for and againſt you; and conſequently you will be enabled to judge how to play your Game to the greateſt Advantage.

V. You will alſo find by the Calculations, the Odds for and againſt you, upon being hit by double Dice, and conſequently you will have it in your Power to chooſe ſuch a Method of Play as is moſt to your Advantage.

VI. If

VI. If it is neceſſary to make a Run, in order to win a Hit, and you would know to a Point which is forwardeſt, your Adverſary or you, take the following Method:

Begin with reckoning how many Points you muſt have to bring home to your Size-point in your own Tables the Man that is at the greateſt Diſtance from it, and do the like by every other Man that is abroad; when the Numbers of thoſe Abſentees are ſummed up, add to them the following Numbers for thoſe already on your own Tables (ſuppoſing the Men that were abroad as on your Size-point for bearing) namely, ſix for every Man on the Size-point, five for every Man on the Cinque-point, four for every Man on the Quatre-point, three for every Man on the Trois-point, two for every Man on the Deuce-point, and one for every Man on your Ace-point. Do the like to your Adverſary's Game, and then you will know which of you is forwardeſt, and likelieſt to win the Hit.

OBSERVATIONS *and* DIRECTIONS *for a Learner that has made ſome Progreſs at* Back-Gammon; *particularly* DIRECTIONS *for* BEARING *his Men.*

I. IF your Adverſary is greatly before you, never play a Man from your Quatre, Trois, or Deuce-points, in order to bear that Man from the Point where you put it, becauſe that nothing but high Doublets can give you any Chance for the Hit: Therefore, inſtead of playing an Ace or a Deuce from any of the aforeſaid Points, always play them

from your Size or higheſt Point; by which Means you will find, that throwing two Fives, or two Fours, will, upon having eaſed your Size and Cinque-points, be of great Advantage to you: Whereas, had your Size-point remained loaded, you muſt, perhaps, be obliged to play at length thoſe Fives and Fours.

II. Whenever you have taken up two of your Adverſary's Men, and that you happen to have two, three, or more Points made in your own Tables, never fail ſpreading your Men, in order either to take a new Point in your Tables, or to be ready to hit the Man your Adverſary may happen to enter. As ſoon as he enters one of his Men, you are to compare his Game with yours; and if you find your Game equal to his, or better, never fail taking his Man up if you can, becauſe it is 25 to 11 againſt his hitting you; which Chance being ſo much in your Favour, you ought always to run that Riſque, when you have already two of his Men up.

There is this Exception to this Rule, that if you play for a ſingle Hit only, and that your playing that Throw otherwiſe gives you a better Chance for the Hit, you ought not to take up that Man.

III. Never be deterred from taking up any one Man of your Adverſary's by the Apprehenſion of his hitting you with double Dice, becauſe the faireſt Probability your Adverſary has of hitting you, is 5 to 1 againſt him.

IV. If you ſhould happen to have five Points in your Tables, and to have taken up one of your Adverſary's Men, and are obliged to leave a Blot out of your

your Tables, take Care, if it is in your Power, rather to leave it upon Doublets, than any other Chance, becauſe Doublets are 35 to 1 againſt his hitting you, and any other Chance is but 17 to 1 againſt him.

V. Two of your Adverſary's Men in your Tables are better, for a Hit, than any greater Number, provided your Game is forwardeſt; becauſe his having three or more Men in your Tables, gives him more Chances to hit you, than if he had only two Men in them.

VI. If you are to leave a Blot upon your entering of a Man upon your Adverſary's Tables, or otherwiſe, and have it in your Choice to leave it upon what Point you pleaſe, always chuſe that which is the moſt diſadvantageous to him. To illuſtrate this by an Example, let us ſuppoſe it is his Intereſt to hit you or take you up as ſoon as you enter, in that Caſe you are to leave the Blot upon his loweſt Point; that is to ſay, upon his Deuce-point, rather than upon his Trois-point, or upon his Trois-point preferably to his Quatre-point, or upon his Quatre-point preferably to his Cinque-point; becauſe (as has been mentioned before) all the Men your Adverſary plays upon his Trois or his Deuce-points are deemed as loſt, being in a great Meaſure out of Play, thoſe Men not having it in their Power to make his Cinque-point, and conſequently his Game will be crowded there and open elſewhere, whereby you will be able alſo much to annoy him.

VII. To prevent your Adverſary from bearing his Men to the greateſt Advantage, when you are run-

ning to ſave your Gammon; as for Inſtance, ſuppoſe you ſhould have two Men upon his Ace-point, and ſeveral other Men abroad, though you ſhould loſe one Point or two in putting your Men into your Tables, yet it is your Intereſt to leave a Man upon your Adverſary's Ace-point; which will have this Conſequence, that it will prevent his bearing his Men to his greateſt Advantage, and will alſo give you the Chance of his making a Blot, which you may chance to hit. But if, upon a Calculation, you find that you have a Throw, or a Probability of ſaving your Gammon, never wait for a Blot, becauſe the Odds are greally againſt hitting it.

CASES, *put by Way of Example, to ſhew how to calculate the Odds of ſaving or winning a Gammon.*

I. SUPPOSE your Tables are made up, and that you have taken up one of your Adverſary's Men; and ſuppoſe your Adverſary has ſo many Men abroad as require three Throws to put them in his Tables:

Quere. Whether you have the better of a Gammon or not?

Anſwer. It is about an equal Wager that you gammon him.

Becauſe, in all Probability, you will have bore two Men before you open your Tables, and when you bear the third Man, you will be obliged to open your Size or Cinque Point; in that Caſe it is probable, that your Adverſary muſt take two Throws before

before he enters his Man in your Tables, and two Throws more before he puts that Man into his own Tables, and three Throws more to put into his own Tables the Men which he has abroad, which in all make ſeven Throws: And as you have twelve Men to bear, theſe probably will take ſeven Throws in bearing, becauſe you may twice be obliged to make an Ace, or a Deuce, before you can bear all your Men.

N. B. No Mention is made of Doublets of either Side, that Event being equal to each Party.

The foregoing Caſe being duly attended to, ſhews it is in your Power to calculate very nearly the Odds of ſaving or winning a Gammon upon moſt Occaſions.

II. Suppoſe I have three Men upon my Adverſary's Ace-point, and five Points in my Tables, and that my Adverſary has all his Men in his Tables, three upon each of his five higheſt Points:

Quere. Whether the Probability is for his gammoning me, or not?

Anſwer. *Points.*

For his bearing 3 Men from his 6 Point,	is	18
from his 5 Point,	—	15
from his 4 Point,	—	12
from his 3 Point,	—	9
from his 2 Point,	—	6
Total	———	60
To bring my 3 Men from my Adverſary's Ace-point, to my Size-point in my Tables, being for each 18 Points, make in all		54
The Remainder is		6

And as, beſides the ſix Points in your Favour, there is a further Conſideration to be added for you, which is, that your Adverſary may make one or two Blots in bearing, as is frequently the Caſe; you ſee by this Calculation, that you have greatly the better of the Probability of ſaving your Gammon.

N. B. This Caſe is ſuppoſed upon an Equality of throwing.

III. Suppoſe I leave two Blots, either of which cannot be hit but by two double Dice: to hit the one, that Caſt muſt be eight, and to hit the other it muſt be nine; by which Means my Adverſary has only one Die to hit either of them:

Quere. What are the Odds of his hitting either of theſe Blots?

Anſwer. The Chances on two Dice are in all 36

The Chances to hit 8 are,	6 and 2 twice,	——	2
	5 and 3 twice,	——	2
	2 Deuces,	——	1
	2 Fours,	——	1
The Chances to hit 9 are,	6 and 3 twice,	——	2
	5 and 4 twice,	——	2
	2 Trois, —	——	1
Total Chances for hitting,		—	11
Remain Chances for not hitting,		—	25

So that it is 25 to 11 that he will not hit either of thoſe Blots.

IV. To give another Example, let us ſuppoſe that I leave two other Blots than the former, which cannot

cannot be hit but by double Dice, the one muſt be hit by eight, and the other by ſeven:

Quere. What are the Odds of my Adverſary's hitting either of theſe Blots?

Anſ. The Chances on two Dice are in all, 36

The Chances to hit 8 are,	6 and 2 twice,	——	2
	5 and 3 twice,	——	2
	two Fours,	——	1
	two Deuces,	——	1
The Chances to hit 7 are,	6 and 1 twice,	——	2
	5 and 2 twice,	——	2
	4 and 3 twice,	——	2
Total Chances for hitting,		——	12
Remain Chances for not hitting,		——	24

Therefore it is two to one that I am not hit.

The like Method is to be taken with three, four, or five Blots upon double Dice; or with Blots made upon double and ſingle Dice at the ſame Time; you are then only to find out (by the Table of 36 Chances) how many there are to hit any of thoſe Blots, and add all together in one Sum, which ſubtract from the Number 36, which is the Whole of the Chances upon two Dice: So doing reſolves any Queſtion required.

V. The following Caſes are to ſhew a Way of calculating, which may be called a mechanical Way of ſolving of Queſtions of the like Nature.

I would know what are the Odds of throwing 7 twice, before 10 once?

Anſwer.

Anſwer. It is 5 to 4 that 10 is thrown once before 7 is thrown twice, which is demonſtrated as follows:

Suppoſe the Stake depending is nine Pounds, my firſt Throw entitles me to have one third Part of that Money, becauſe 7 has ſix Chances for it, and 10 has but three Chances, and therefore it is two to one.

	l.	*s.*	*d.*
For the firſt Throw, ——	3	0	0
Having taken 3*l.* out of the 9*l.* for the firſt Throw, the Remainder is 6*l.* out of which a Third Part is to be taken for the ſecond Throw —	2	0	0.
The Total is,	5	0	0
Remains,	4	0	0
The whole Stake is,	9	0	0

VI. I would know what are the Odds of entering a Man upon any certain Point in two Throws?

Anſwer. Suppoſe 36 Shillings is the whole Stake depending, I would know what is my Share of that Stake, having laid 18 Shillings that I enter in two Throws? By the Calculations in the Table of 36 Chances, it is found that I have 11 Chances out of the 36 for entering the firſt Throw, for which therefore I am entitled to 11 out of the 36 Shillings.

The

		s.	*d.*
The Stake is,	—	36	0
For the firſt Throw,	—	11	0
Remains,	—	25	0

The Remainder being 25 Shillings, is to be divided into 36 equal Parts, of which I am entitled to eleven of thoſe Parts, which makes 7*s.* 7½*d.* for the ſecond Throw, — — 7 7½

Adding this to the other 11 Shillings, makes my Share of the Stake to be, 18 7½

Then my Adverſary's Share will be, 17 4½

Total of the Stake, 36 0

Therefore it is very nearly 15 to 14 in Favour of entering a Man upon any certain Point in two Throws.

Critical Caſe for a Back-Game.

I. LET us ſuppoſe *A* plays the Fore-game, and that all his Men are placed in the uſual Manner:

For *B*'s Game let us ſuppoſe, that 14 of his Men are placed upon his Adverſary's Ace-point, and 1 Man upon his Adverſary's Deuce-point, and that *B* is to throw:

Quere.

Quere. Which Game is likelieſt to win the Hit?

Anſwer. *A*'s is the beſt by Gold to Silver, or 21 *for* to 20 *againſt*; becauſe, if *B* miſſes an Ace to take his Adverſary's Deuce-point, which is 25 to 11 againſt him, *A* is, in that Caſe, to take up *B*'s Men in his Tables, either ſingly, or to make Points; and if *B* ſecures either *A*'s Deuce or Trois-point, in that Caſe, *A* is to lay as many Men down as poſſible, in order to be hit, that thereby he may get a Back-game.

When you are pretty well verſed in the Game of Back-Gammon, by practiſing this Back-game, you will become a greater Proficient in the Game than by any other Method, becauſe it clearly demonſtrates the whole Power of the Back-game.

II. *Back-game.* Let us ſuppoſe *A* to have five Men placed upon his Size-point, five Men upon his Quatre-point, and five Men upon his Deuce-point, all in his own Tables:

And let us ſuppoſe *B* to have 3 Men placed upon *A*'s Ace-point, 3 Men upon *A*'s Trois-point, and 3 Men upon *A*'s Cinque-point; let *B* alſo have 3 Men upon his Size-point in his own Tables, and 3 Men placed out of his Tables, in the uſual Manner:

Quere. Who has the better of the Hit?

Anſwer. It is an equal Game; but, to play it critically, the Difficulty lies upon *B*, who is, in the firſt Place to endeavour to gain his Cinque and Quatre-Points in his own Tables; and, when that is effected, he is to play two Men from *A*'s Cinque-point,

point, in order to oblige his Adverſary to blot, by throwing an Ace, which, if *B* hits, he will have the faireſt Probability of winning the Hit.

III. *Back-game.* Suppoſe *A* has 3 Men upon *B*'s Ace-point, and 3 Men upon *B*'s Deuce-point, alſo 3 Men upon his Size-point in his own Tables, and 3 Men upon his uſual Point out of his Tables, and 3 Men where his 5 Men are uſually placed in his Adverſary's Tables:

And let us ſuppoſe *B* has his Men placed in the ſame Manner, both in his own and his Adverſary's Tables, with this Difference only, *viz.* inſtead of having three Men put upon *A*'s Deuce-point, let them have three Men upon *A*'s Trois-point:

Quere. Who has the beſt of the Hit?

Anſwer. A; becauſe the Ace and Trois-points are not ſo good for a Hit, as the Ace and Deuce-points in your Adverſary's Tables, for this Reaſon; becauſe, when you are bearing your Men, you have the Deuce-point in your own Tables to play your Men upon, which often prevents your making a Blot, which muſt happen otherwiſe to your Adverſary; and take Care to lay down Men to be hit as often as you can, in order to keep your Game backward; and, for the ſame Reaſon, avoid hitting any Blots which your Adverſary makes.

IV. *As a Caſe of Curioſity and Inſtruction.*

Let us ſuppoſe *A* has his 15 Men upon *B*'s Ace-point, *B* is ſuppoſed to have his Barr-point, alſo his Size, Cinque, Quatre, and Trois-points in his own Tables:

Quere.

Quere. How many Throws is *A* likely to take to bring his 15 Men into his own Tables, and to bear them?

Anſwer. You may undertake to do it in ſeventy-five Throws.

It is Odds in *A*'s Favour that he throws an Ace in two Throws; it is alſo Odds in *A*'s Favour that he throws a Six in two Throws; when theſe Events happen, *A* has a Probability of not wanting above two or three Throws to play till he has got all his fifteen Men into his own Tables: Therefore, by a former Rule laid down to bring your Men home, and alſo for bearing your Men, you may be able to find out the Probability of the Number of Throws required. *Note*, *B* ſtands ſtill, and does not play.

V. *Another Caſe of Curioſity and Inſtruction.*

Where *A* and *B* ſhall play as faſt as uſual, and yet *B* ſhall make the Hit laſt, probably, for many Hours.

We will ſuppoſe *B* to have bore 13 Men, and that *A* has taken up the two remaining Men.

And let us ſuppoſe that *A* has 15 Men in *B*'s Tables, *viz.* three Men upon his Size-point, three upon his Cinque-point, three upon his Quatre-point, three upon his Trois-point, two upon his Deuce-point, and one upon his Ace-point.

The Method which *A* is to take, is this: Let him bring his 15 Men home, by always ſecuring ſix cloſe Points, till *B* has entered his two Men, and brought them upon any certain Point; as ſoon as *B* has gained that Point, *A* muſt open an Ace, Deuce,

Deuce, or Trois, or all three; which effected, *B* hits one of them, and *A*, taking Care to have two or three Men in *B*'s Tables, is ready to hit that Man; and alſo, he being aſſured of taking up the other Man, has it in his Power to prolong the Hit to almoſt any Length, provided he takes Care not to open ſuch Points as two Fours, two Fives, or two Sixes, but always to open the Ace, Deuce, or Trois-points, for *B* to hit him.

VI. I would know what are the Odds upon two Dice, for throwing two Sixes, two Fives, or two Fours, in three Throws? which, by mechanical Calculation, may be found thus:

Anſwer. Suppoſing 36 Shillings to be the Stake depending, the Thrower will be entitled to have for his firſt Throw — — — 3 0

Which deducted out of 36, remains 33; which divided again into 36 Parts, make ſo many Eleven Pences, out of which the Thrower is to have 3 for his ſecond Throw 2 9

The Remainder, 30 Shillings and 3 Pence, is again to be divided into 36 Parts; dividing the 30 Shillings ſo, make ſo many Ten Pences, and the 3 Pence divided into ſo many Parts, make ſo many thirds of Farthings, of which the Thrower is to have 3 Parts for his Share for his third Throw — 2 6¼

Total for the Thrower,	8	3¼

So that it is 27*s.* 8*d.* ¾ to 8*s.* 3*d.* ¼ againſt the Thrower; which, reduced into the ſmalleſt Number,

ber, is very nearly as 10 to 3, that two Sixes, two Fives, or two Fours, are not thrown in two Throws.

VII. *Back-Game.* Suppoſe *A* to have 2 Men upon his Size-point in his own Tables, 3 men upon his uſual Point out of his Tables, 2 Men upon the Point where his 5 Men are uſually placed in his Adverſary's Tables, 5 Men upon his Adverſary's Ace-point, and 3 Men upon his Adverſary's Quatre-point.

And let us ſuppoſe *B* to have 2 Men upon his Size-point in his own Tables, 3 Men upon his uſual Point out of his Tables, 2 Men upon the Point where his 5 Men are uſually placed in his Adverſary's Tables, 5 Men upon his Adverſary's Ace-point, and 3 Men upon his Adverſary's Trois-point.

Quere. Who has the faireſt Chance to win the Hit?

Anſwer. A has, becauſe he is to play either an Ace or a Deuce, from his Adverſary's Ace-point, in order to make both theſe Points as occaſion offers; and having the Quatre-point in his Adverſary's Tables, he may more eaſily bring thoſe Men away, if he finds it neceſſary, and he will alſo have a reſting Place by the Conveniency of that Point, which at all times in the Game will give him an Opportunity of running for the Hit, or ſtaying, if he thinks proper. Whereas *B* cannot ſo readily come from the Trois-point in his Adverſary's Tables.

I. Let us ſuppoſe *A* and *B* place their Men in the following Manner for a Hit:

Suppoſe

Suppoſe *A* to have 3 Men upon his Size-point in his own Tables, 3 Men upon his uſual Point out of his Tables, and 9 Men upon his Adverſary's Ace, Deuce, and Trois-points, 3 Men to be placed upon each Point; and ſuppoſe *B*'s Men to be placed in his own, and in his Adverſary's Tables, in the ſame Order and Manner.

The Reſult is, that the beſt Player ought to win the Hit; and the Dice are to be thrown for, the Situation being perfectly equal in *A*'s and *B*'s Game,

If *A* throws firſt, let him endeavour to gain his Adverſary's Cinque-point; when that is effected, let him lay as many Blots as poſſible, to tempt *B* to hit him; for every time that *B* hits them will be in *A*'s Favour, becauſe it puts him backward; and let *A* take up none of *B*'s Men for the ſame Reaſon.

A is always to endeavour to take Care to have three Men upon each of his Adverſary's Ace and Deuce-points; becauſe when *B* makes a Blot, theſe Points will remain ſecure, and by Recourſe had to a former Caſe (Numb. V. p. 186.) when *A* has bore 5, 6, or more Men, yet *A* may ſecure 6 cloſe Points out of his Tables, in order to prevent *B* from getting his Man home: And by Recourſe had to the Calculations, he may eaſily find out (in caſe he makes up his Tables) who has the better of the Hit; and if he finds that *B* is forwardeſt, he is then to endeavour to lay ſuch Blots to be taken up by his Adverſary, as may give him a Chance for taking up another Man, in caſe *B* ſhould happen to have a Blot at home.

Thoſe

Thoſe who play the foregoing Game well, may be ranked in the firſt Claſs.

II. *A Caſe of Curioſity.* *A* and *B* play at Back-Gammon; *A* has bore 13 Men, and has 2 Men to bear upon his Deuce-point; *B* has 13 Men in his own Tables, with two Men to enter. *B* is to throw, and to name the Throws both for himſelf and *A*, but not to hit a Blot of either Side.

Quere. What Throw is *B* to name for both Parties, in order to ſave his Gammon.

Anſwer. *B* calls for himſelf 2 Aces, which enters his 2 Men upon *A*'s Ace-point. *B* alſo calls 2 Aces for *A*, and conſequently *A* cannot either bear a Man, nor play one; then *B* calls for 2 Sixes for himſelf, and carries one Man home upon his Size-point in his own Tables, and the other he places upon his Adverſary's Barr-point: *B* alſo calls Size-ace for *A*, ſo that *A* has one Man left to bear, and then *B* calls for himſelf either 2 Sixes, 2 Fives, or 2 Fours, any of which bear a Man, in caſe he has Men in his Tables upon thoſe Points, and to ſave his Gammon.

III. The following Queſtion is to be attended to, as being critical and inſtructive.

Suppoſe that both yours and your Adverſary's Tables are made up.

Alſo that you have 1 Man to carry home, but that he has two Men on your Barr-point to carry home, which lie in wait to catch your Man, and that if you paſs him you are to win the Hit: Suppoſe alſo that you have it in your Choice to run the

the Riſque of being hit, by 7 or by 8, both of which are Chances upon double Dice:

Quere. Which of theſe Chances is it beſt for you to venture?

Anſwer. That of 7, for the following Reaſons: *Firſt*, becauſe that the Chances of being hit by 7 or by 8, are equal.

Secondly, If he does not hit 7, you will then have in your Favour 23 Chances to 13, that by your next Throw you either hit him or paſs beyond him.

Thirdly, In caſe your ſecond Throw ſhould happen to be under 7, and that conſequently you cannot hit him, yet you may play that Caſt at home, and conſequently leave the Blot upon double Dice.

Whereas if, on the contrary, you had made Choice of leaving the Blot upon 8, you would have made a bad Choice, for the Reaſons following.

Firſt, Becauſe the Chances of being hit by 7 or by 8, are only equal.

Secondly, Becauſe, if you ſhould eſcape the being hit by 8, yet you would then have but 17 Chances in your Favour, againſt 19 for either hitting him, or paſſing beyond him by your next Throw.

Thirdly, In caſe your ſecond Throw ſhould happen to be Size-ace, which is ſhort of him, you would then be obliged to play the Man that is out of your Tables, not being able to play the Six at home, and conſequently to leave a Blot to be hit by a ſingle (or flat) Die; which Event, upon Suppoſition that you play for 18 Shillings a Game, would entitle him to 11 Shillings of the whole Stake depending.

The

The LAWS *of* BACK-GAMMON.

1*ſt.* IF you take a Man from any Point. that Man muſt be played; the ſame muſt be done if two Men are taken from it.

2*d.* You are not underſtood to have played any Man, till you have placed him upon a Point, and quitted him.

3*d.* If you play with 14 Men only, there is no Penalty attending it, becauſe by playing with a leſſer Number than you are entitled to, you play to a Diſadvantage, by not having the additional Man to make up your Tables.

4*th.* If you bear any Number of Men before you entered a Man taken up, and which conſequently you was obliged to enter, ſuch Men, ſo borne, muſt be entered again in your Adverſary's Tables, as well as the Men taken up.

5*th.* If you have miſtaken your Throw, and played it, and if your Adverſary has thrown, it is not in your or his Choice to alter it, unleſs both Parties agree to it.

MR.

Mr. PAYNE's GAME of DRAUGHTS.

INTRODUCTION.

I. THE Draught Table muſt be placed with an upper White Corner towards the Right Hand.

II. The Table being properly placed, I number the White Squares in order from 1 to 32.

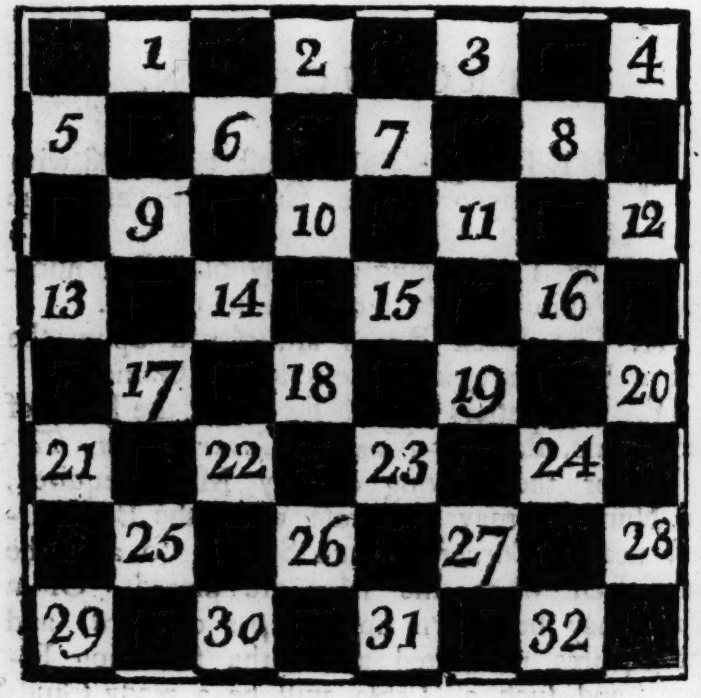
III. The Black Pieces are placed upon the firſt twelve Squares in all the following Games.

IV. The Letters N, C, F, T, at the Head of each Game, ſtand for *Number*, *Colour*, *From*, *To*.

V. For the playing of any Move required, the Numbers may be wrote upon the Board itſelf, near a Corner of each Square, ſo as to be eaſily ſeen when the Men are placed. Or a Table may be drawn upon Paper or Card, and the Squares numbered as in the following Figure, and ſuch a Table will be a ready Guide to any Move directed.

THE

DRAUGHT TABLE.



GAME

GAME I.

N	C	F T	N	C	F T	N	C	F T
1	B	11,15	19	B	11,25	37	B	14,18
2	W	22,18	20	W	32,27	38	W	16,11
3	B	15,22	21	B	5,14	39	B	7,16
4	W	25,18	22	W	27,23	40	W	20,11
5	B	8,11	23	B	6,10	41	B	18,23
6	W	29,25	24	W	16,12	42	W	11, 8
7	B	4, 8	25	B	8,11	43	B	23,27
8	W	25,22	26	W	28,24	44	W	8, 4
9	B	12,16	27	B	25,29	45	B	27,31
10	W	24,20	28	W	30,25	46	W	4, 8
11	B	10,15	29	B	29,22	47	B	31,27
12	W	27,24	30	W	26,17	48	W	24,20
*								
13	B	16,19	31	B	11,15	49	B	27,23
14	W	23,16	32	W	20,16	50	W	8,11
15	B	15,19	33	B	15,18	51	B	23,18
16	W	24,15	34	W	24,20	52	W	11, 8
17	B	9,14	35	B	18,27	53	B	18,15
18	W	18, 9	36	W	31,24	&c.	W	loſes.

* 12 White loſes the Game by this Move.

GAME II.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,	15	19	B	5,	14	37	B	10,	17
2	W	22,	18	20	W	24,	19	38	W	21,	14
3	B	15,	22	21	B	15,	24	39	B	30,	25
4	W	25,	18	22	W	28,	19	40	W	14,	9
5	B	8,	11	23	B	14,	17	41	B	11,	15
6	W	29,	25	24	W	32,	27	42	W	9,	6
7	B	4,	8	25	B	10,	14	43	B	2,	9
8	W	25,	22	26	W	27,	24	44	W	13,	6
9	B	12,	16	27	B	3,	7	45	B	15,	18
10	W	24,	20	28	W	30,	25	46	W	6,	2
11	B	10,	15	29	B	6,	9	47	B	7,	10
12	W	21,	17	30	W	13,	6	48	W	2,	6
13	B	7,	10	31	B	1,	10	49	B	10,	14
14	W	27,	24	32	W	22,	13	50	W	6,	9
15	B	8,	12	33	B	14,	18	51	B	25,	21
16	W	17,	13	34	W	23,	14	52	W	31,	26
17	B	9,	14	35	B	16,	30	53	B	14,	17
18	W	18,	9	36	W	25,	21	&c.		drawn.	

GAME

GAME III.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,	15	19	B	16,	23	37	B	12,	19
2	W	22,	18	20	W	26,	10	38	W	24,	8
3	B	15,	22	21	B	14,	23	39	B	3,	12
4	W	25,	18	22	W	27,	18	40	W	13,	9
5	B	8,	11	23	B	6,	15	41	B	14,	18
6	W	29,	25	24	W	13,	6	42	W	28,	24
7	B	4,	8	25	B	1,	10	43	B	18,	23
8	W	25,	22	26	W	31,	26	44	W	24,	19
9	B	10,	15	27	B	5,	9	45	B	23,	27
10	W	24,	20	28	W	26,	23	46	W	19,	15
11	B	12,	16	29	B	9,	13	47	B	27,	32
12	W	21,	17	30	W	23,	19	48	W	15,	11
13	B	7,	10	31	B	13,	17	49	B	32,	27
14	W	17,	13	32	W	22,	13	50	W	9,	5
15	B	8,	12	33	B	15,	22	51	B	27,	23
16	W	28,	24	34	W	32,	28	52	W	5,	1
17	B	10,	14	35	B	10,	14	53	B	22,	26
18	W	23,	19	36	W	19,	16	&c.		drawn.	

GAME IV.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,	18	19	W	25,	22	37	W	32,	23
2	B	11,	15	20	B	16,	20	38	B	6,	10
3	W	18,	11	21	W	19,	16	39	W	13,	6
4	B	8,	15	22	B	20,	27	40	B	2,	9
5	W	21,	17	23	W	31,	24	41	W	17,	13
6	B	4,	8	24	B	12,	19	42	B	9,	14
7	W	17,	13	25	W	23,	16	&c.		drawn.	
8	B	8,	11	26	B	10,	14				
9	W	25,	22	27	W	17,	10				
10	B	9,	14	28	B	7,	14				
11	W	29,	25	29	W	24,	19				
12	B	5,	9	30	B	15,	24				
13	W	23,	19	31	W	28,	19				
14	B	14,	17	32	B	1,	5				
15	W	27,	23	33	W	22,	17				
16	B	17,	21	34	B	14,	18				
17	W	22,	17	35	W	16,	23				
18	B	11,	16	36	B	18,	27				

GAME V.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,	18	19	W	25,	22	37	W	9,	5
2	B	11,	15	20	B	7,	11	38	B	19,	24
3	W	18,	11	21	W	24,	20	39	W	5,	1
4	B	8,	15	22	B	15,	24	40	B	11,	16
5	W	21,	17	23	W	28,	19	41	W	20,	11
6	B	4,	8	24	B	10,	14	42	B	7,	16
7	W	17,	13	25	W	17,	10	43	W	1,	5
8	B	8,	11	26	B	6,	24	44	B	16,	20
9	W	25,	22	27	W	13,	6	45	W	5,	9
10	B	9,	14	28	B	1,	10	46	B	24,	27
11	W	29,	25	29	W	22,	17	&c.		drawn.	
12	B	5,	9	30	B	24,	28				
13	W	23,	19	31	W	17,	13				
14	B	14,	17	32	B	3,	7				
15	W	27,	23	33	W	13,	9				
16	B	17,	21	35	B	16,	19				
17	W	22,	17	35	W	23,	16				
18	B	11,	16	36	B	12,	19				

GAME VI.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,	18	19	W	24,	19	37	W	27,	23
2	B	11,	15	20	B	15,	24	38	B	16,	20
3	W	18,	11	21	W	28,	19	39	W	31,	27
4	B	8,	15	22	B	6,	10	40	B	6,	9
5	W	25,	22	23	W	22,	17	41	W	18,	15
6	B	4,	8	24	B	13,	22	42	B	9,	18
7	W	29,	25	25	W	26,	17	43	W	23,	14
8	B	8,	11	26	B	11,	15	44	B	12,	16
9	W	23,	18	27	W	32,	28	45	W	19,	12
10	B	9,	13	28	B	15,	24	46	B	10,	19
11	W	18,	14	29	W	28,	19	47	W	12,	8
12	B	10,	17	30	B	1,	6	&c.		drawn.	
13	W	21,	14	31	W	30,	26				
14	B	6,	10	32	B	3,	8				
15	W	25,	21	33	W	26,	23				
16	B	10,	17	34	B	8,	11				
17	W	21,	24	35	W	23,	18				
18	B	2,	6	36	B	11,	16				

GAME

GAME VII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22	18	19	W	23	18	37	W	29	22
2	B	11	15	20	B	11	16	38	B	14	18
3	W	18	11	21	W	27	23	39	W	23	14
4	B	8	15	22	B	16	20	40	B	6	10
5	W	21	17	23	W	32	27	41	W	15	6
6	B	4	8	24	B	10	14	42	B	2	25
7	W	17	13	25	W	17	10	43	W	19	15
8	B	8	11	26	B	7	14	44	B	25	30
9	W	23	19	27	W	18	9	45	W	27	23
10	B	9	14	28	B	5	14	46	B	20	27
11	W	25	21	29	W	13	9	47	W	31	24
12	B	14	18	30	B	6	13	48	B	30	26
13	W	26	23	31	W	19	15	49	W	23	18
14	B	18	22	32	B	1	6	50	B	26	22
15	W	30	26	33	W	24	19	51	W	18	14
16	B	15	18	34	B	3	7	52	B	12	16
17	W	26	17	35	W	28	24	53	W	15	11
18	B	18	22	36	B	22	25	&c.		drawn.	

GAME VIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22	18	19	W	27	18				
2	B	11	15	20	B	7	16				
3	W	18	11	21	W	24	20				
4	B	8	15	22	B	16	19				
5	W	21	17	23	W	18	15				
6	B	4	8	24	B	19	23				
7	W	23	19	25	W	15	11				
8	B	8	11	26	B	10	14				
9	W	17	13	27	W	11	8				
10	B	9	14	28	B	22	26				
11	W	25	21	29	W	31	22				
12	B	14	18	30	B	14	17				
13	W	26	23	31	W	21	14				
14	B	18	22	32	B	6	9				
15	W	23	18	33	W	13	6				
16	B	11	16	34	B	1	26				
17	W	18	11	35	W	8	4				
18	B	16	23	&c.	B	drawn.					

GAME

GAME IX.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22	17	19	W	30	26				
2	B	11	15	20	B	6	9				
3	W	25	22	21	W	19	15				
4	B	8	11	22	B	11	16				
5	W	29	25	23	W	25	21				
6	B	9	13	24	B	16	19				
				*							
7	W	17	14	25	W	23	16				
8	B	10	17	26	B	12	19				
9	W	21	14	27	W	32	28				
10	B	4	8	28	B	1	6				
11	W	24	19	29	W	15	11				
12	B	15	24	30	B	7	16				
13	W	28	19	31	W	14	10				
14	B	11	16	32	B	6	15				
15	W	22	18	33	W	18	11				
16	B	16	20	34	B	2	6				
17	W	26	22	35	W	22	18				
18	B	8	11	36	B	loſes.					

* 24 Black loſes the Game by this Move.

GAME X.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	15	24				
2	W	22	17	20	W	28	19				
3	B	8	11	21	B	7	11				
4	W	25	22	22	W	22	18				
5	B	9	13	23	B	13	22				
6	W	23	18	24	W	18	9				
7	B	6	9	25	B	6	13				
8	W	27	23	26	W	25	18				
9	B	9	14	27	B	3	8				
10	W	18	9	28	W	18	14				
11	B	5	14	29	B	10	17				
12	W	30	25	30	W	21	14				
13	B	1	6	31	B	11	16				
14	W	24	19	32	W	14	9				
15	B	15	24	33	B	2	7				
16	W	28	19	34	W	9	6				
17	B	11	15	35	B	7	10				
18	W	32	28	36	W	drawn.					

GAME XI.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4, 8					
2	W	22,17		20	W	24,19					
3	B	8,11		21	B	16,23					
4	W	25,22		22	W	26,19					
5	B	11,16		23	B	8,11					
6	W	23,18		24	W	31,26					
7	B	3, 8		25	B	2, 7					
8	W	18,11		26	W	26,23					
9	B	8,15		27	B	11,15					
10	W	24,19		28	W	32,28					
11	B	15,24		29	B	15,24					
12	W	27,11		30	W	28,19					
13	B	7,16		31	B	7,11					
14	W	22,18		32	W	30,26					
15	B	9,14		33	B	11,15					
16	W	18, 9		34	W	19,16					
17	B	5,14		35	B	12,19					
18	W	28,24		&c.		drawn.					

GAME

GAME XII.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,	15	19	B	16,	23	37	B	7,	11
2	W	22,	17	20	W	31,	26	38	W	24,	20
3	B	8,	11	21	B	14,	18	39	B	15,	24
4	W	25,	22	22	W	26,	19	40	W	28,	19
5	B	11,	16	23	B	18,	22	41	B	11,	15
6	W	23,	18	24	W	17,	14	42	W	30,	25
7	B	15,	19	25	B	18,	17	43	B	15,	24
8	W	24,	15	26	W	21,	14	44	W	25,	18
9	B	10,	19	27	B	3,	7	45	B	1,	6
10	W	17,	13	28	W	14,	9	46	W	5,	1
11	B	9,	14	29	B	4,	8	47	B	6,	13
12	W	18,	9	30	W	9,	5	&c.		drawn.	
13	B	5,	14	31	B	8,	11				
14	W	22,	17	32	W	32,	27				
15	B	7,	10	33	B	6,	10				
16	W	27,	24	34	W	27,	23				
17	B	19,	23	35	B	11,	15				
18	W	26,	19	36	W	13,	9				

GAME

GAME XIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,	17	19	W	26,	17				
2	B	11,	15	20	B	3,	8				
3	W	25,	22	21	W	32,	28				
4	B	9,	13	22	B	11,	15				
5	W	23,	18	23	W	18,	11				
6	B	6,	9	24	B	8,	24				
7	W	18,	11	25	W	28,	19				
8	B	8,	15	26	B	4,	8				
9	W	27,	23	27	W	17,	13				
10	B	9,	14	28	B	2,	6				
11	W	30,	25	29	W	25,	22				
12	B	5,	9	30	B	8,	11				
13	W	24,	19	31	W	31,	26				
14	B	15,	24	32	B	11,	16				
15	W	28,	19	33	W	22,	17				
16	B	7,	11	34	B	14,	18				
17	W	22,	18	35	W	23,	7				
18	B	13,	22	&c.		drawn.					

GAME

GAME XIV.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	9	13				
2	W	22	17	20	W	32	28				
3	B	8	11	21	B	1	6				
4	W	17	13	22	W	21	17				
5	B	4	8	23	B	14	21				
6	W	23	19	24	W	23	14				
7	B	15	18	25	B	10	26				
8	W	24	20	26	W	19	1				
9	B	11	15	27	B	13	17				
10	W	28	24	28	W	30	23				
11	B	8	11	29	B	21	30				
12	W	26	23	30	W	1	6				
13	B	9	14	31	B	3	8				
14	W	31	26	32	W	6	2				
15	B	6	9	33	B	7	10				
16	W	13	6	34	W	23	19				
17	B	2	9	35	B	10	14				
18	W	26	22	&c.		drawn.					

GAME

GAME XV.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,	15	19	B	8,	22				
2	W	22,	17	20	W	30,	25				
3	B	15,	18	21	B	9,	18				
4	W	23,	14	22	W	27,	23				
5	B	9,	18	23	B	18,	27				
6	W	17,	14	24	W	25,	18				
7	B	10,	17	25	B	5,	9				
8	W	21,	14	26	W	32,	23				
9	B	8,	11	27	B	4,	8				
10	W	24,	20	28	W	29,	25				
11	B	6,	9	29	B	12,	16				
12	W	26,	23	30	W	19,	3				
13	B	3,	8	31	B	2,	6				
14	W	23,	19	32	W	3,	10				
15	B	18,	22	33	B	6,	29				
16	W	25,	18	&c.		drawn.					
17	B	11,	16								
18	W	20,	11								

GAME

GAME XVI.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,	18	19	W	21,	17				
2	B	11,	16	20	B	1,	6				
3	W	25,	22	21	W	17,	13				
4	B	10,	14	22	B	3,	7				
5	W	29,	25	23	W	28,	24				
6	B	16,	20	24	B	12,	16				
7	W	24,	19	25	W	26,	23				
8	B	8,	11	26	B	8,	12				
9	W	19,	15	27	W	23,	19				
10	B	4,	8	28	B	16,	23				
11	W	22,	17	29	W	31,	26				
12	B	7,	10	30	B	7,	10				
*											
13	W	25,	22	31	W	26,	19				
14	B	10,	19	32	B	11,	16				
15	W	17,	10	33	W	18,	11				
16	B	6,	15	34	B	16,	23				
17	W	23,	7	35	W	27,	18				
18	B	2,	11	&c.		loſes.					

* 12 Black loſes the Game by this Move.

GAME

GAME XVII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22	18	19	W	23	16	37	W	23	18
2	B	11	16	20	B	14	23	38	B	15	19
3	W	25	22	21	W	27	18	39	W	18	14
4	B	10	14	22	B	20	27	40	B	19	23
5	W	29	25	23	W	31	24	41	W	22	18
6	B	8	11	24	B	11	27	42	B	13	17
7	W	24	19	25	W	32	23	43	W	18	15
8	B	16	20	26	B	7	10	44	B	23	27
9	W	19	15	27	W	15	11	45	W	25	22
10	B	4	8	28	B	8	15	46	B	21	30
11	W	22	17	29	W	18	11	47	W	14	10
12	B	12	16	30	B	10	15	48	B	30	26
13	W	17	10	31	W	21	17	49	W	23	19
14	B	7	14	32	B	3	7	50	B	26	23
15	W	26	22	33	W	11	2	51	W	19	16
16	B	2	7	34	B	9	13	52	B	23	18
17	W	28	24	35	W	2	9	53	W	16	11
18	B	16	19	36	B	5	21	&c.		drawn.	

GAME

GAME XVIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,	15	19	B	4,	8	37	B	6,	9
2	W	22,	17	20	W	25,	22	38	W	32,	23
3	B	9,	13	21	B	8,	11	39	B	9,	27
4	W	17,	14	22	W	22,	18	&c.		loſes.	
5	B	10,	17	23	B	11,	16				
6	W	21,	14	24	W	27,	23				
7	B	8,	11	25	B	16,	20				
8	W	24,	19	26	W	31,	27				
9	B	15,	24	27	B	13,	17				
10	W	28,	19	28	W	30,	26				
11	B	11,	16	29	B	1,	6				
12	W	25,	21	30	W	18,	15				
				*							
13	B	6,	9	31	B	20,	14				
14	W	29,	25	32	W	27,	20				
15	B	9,	18	33	B	7,	10				
16	W	23,	14	34	W	14,	7				
17	B	16,	23	35	B	2,	27				
18	W	26,	19	36	W	21,	14				

* 30 White loſes the Game by this Move.

GAME

GAME XIX.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,	15	19	B	4,	8	37	B	7,	11
2	W	22,	17	20	W	25,	22	38	W	15,	8
3	B	9,	13	21	B	8,	11	39	B	3,	19
4	W	17,	14	22	W	22,	18	40	W	27,	23
5	B	10,	17	23	B	11,	16	41	B	18,	27
6	W	21,	14	24	W	27,	23	&c.		drawn.	
7	B	8,	11	25	B	16,	20				
8	W	24,	19	26	W	31,	27				
9	B	15,	24	27	B	13,	17				
10	W	28,	19	28	W	30,	26				
11	B	11,	16	29	B	1,	6				
12	W	25,	21	30	W	19,	16				
13	B	6,	9	31	B	12,	19.				
14	W	29,	25	32	W	23,	16				
15	B	9,	18	33	B	6,	9				
16	W	23,	14	34	W	18,	15				
17	B	16,	23	35	B	9,	18				
18	W	26,	19	36	W	21,	14				

GAME

GAME XX.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	16	19	B	7	14				
2	W	22	18	20	W	32	27				
3	B	16	19	21	B	3	7				
4	W	23	16	22	W	27	24				
5	B	12	19	23	B	7	10				
6	W	24	15	24	W	24	15				
7	B	10	19	25	B	10	19				
8	W	25	22	26	W	31	27				
9	B	9	14	27	B	8	11				
10	W	18	9	28	W	29	25				
11	B	5	14	29	B	6	10				
12	W	22	17	30	W	27	23				
13	B	7	10	31	B	11	16				
14	W	27	24	32	W	25	22				
15	B	2	7	33	B	10	15				
16	W	24	15	34	W	22	17				
17	B	10	19	35	B	15	18				
18	W	17	10	&c.		drawn.					

CRITICA

CRITICAL SITUATIONS TO DRAW GAMES.

First Situation.

ON N° 3, 4 Black Kings; on N° 15 a White King, and White to move.

W 15,11 B 3, 8 W 11, 7 B 8,12
W 7,11 *&c.*

Second Situation.

N° 5 a Black Man, 9 a Black King; 7 a White King, and White to move.

W 7,10 B 9,13 W 10,14 B 13, 9
W 14,10 *&c.*

Third Situation.

N° 3, 4, 12 Black Kings; 10, 11 White Kings, and Black to move.

B 3, 8 W 10,15 B 8, 3 W 15,19
B 12, 8 W 19,15 *&c.*

Fourth

Fourth Situation.

N° 13 a Black Man, 14, 15 Black Kings; 22, 23 White Kings, and Black to move.

B 14,17	W 23,26	B 15,10	W 22,25
B 17,21	W 25,22	B 10,14	W 26,30
B 14,17	W 22,18	B 17,14	*&c.*

Fifth Situation.

N° 18, 19 Black Kings, 28 a Black Man; 27, 32 White Kings, and White to play.

W 27,24	B 18,15	W 24,20	B 15,11
W 20,24	B 19,23	W 24,20	*&c.*

Sixth Situation.

N° 21 a Black Man, 22, 23, 24 Black Kings: 30 a White Man, 31, 32 White Kings, and Black to move.

B 24,28	W 31,27	B 23,19	W 27,31
B 19,24	W 32,27	B 24,20	W 27,32
B 22,18	W 31,27	B 18,15	W 27,31
B 15,19	W 31,27	*&c.*	

CRITICAL

CRITICAL SITUATIONS TO WIN GAMES.

First Situation.

N° 21 a Black Man, 25 a Black King; 26, 27 White Kings, and either to move.

B 25,29	W 27,23	B 29,25	W 23,18
B 25,29	W 18,22	B 21,25	W 26,30

Second Situation.

N° 1, 2 Black Kings; 10, 11 White Kings; a White Man, and either to play.

W 10,14	B 2, 6	W 14,17	B 6, 9
W 17,13	B 9, 6	W 11,16	B 6, 2
W 16,19	B 2, 6	W 19,23	B 6, 2
W 13, 9	B 1, 6	W 23,18	B 6,13
W 18,14	B 13,9	W 14,10	*&c.*

Set the Men as before.

B 2, 6	W 11,15	B 6, 9	W 15,18
B 9, 6	W 10,14	B 6, 9	W 14,17
B 9,13	W 18,22	B 13, 9	W 17,13
B 9, 6	W 22,18	B 6, 2	W 13, 9
1, 6	W 18,14	B 6,13	W 5, 1

Third Situation.

N° 1, 2 Black Kings, 3 a Black Man; 9, 10, 11 White Kings, 12 a White Man, and Black to play.

B	1, 5	W	9,13	B	5, 1	W	11,15
B	2, 6	W	10,14	B	6, 2	W	14, 9
B	1, 6	W	9, 5	B	6, 1	W	15,11
B	2, 6	W	11, 7	B	3,10	W	5, 9

Fourth Situation.

N° 5 a White King, 21 a White Man; 6, 1[illegible] Black Kings; Black being to move, may win Thus,

B	6, 1	W	5, 9	B	10,15	W	9, 5
B	15,18	W	5, 9	B	1, 5	W	9, 6
B	18,15	W	21,17	B	5, 1	W	6, 9
B	15,18	W	9, 5	B	18,22	W	17,14
B	1, 6	W	5, 1	B	6, 2	W	14,10
B	22,18	W	1, 5	B	18,14		

Place the Men as before.

B	6, 1	W	5, 9	B	10,15	W	21,17
B	15,18	W	17,13	B	18,15	W	9,14
B	1, 5	W	14,17	B	15,10	W	17,22
B	10,14	W	22,25	B	5, 1	W	25,22
B	1, 6	W	22,25	B	6,10	W	25,30
B	10,15	W	30,25	B	15,18	&c.	

Fift

Fifth Situation.

N° 1 a White King, 30 a White Man, 9, 10 Black Kings; and Black being to play, may win.

B	9, 6	W	1, 5	B	6, 1	W	5, 9
B	1, 5	W	9,13	B	10,14	W	13, 9
B	14,18	W	9, 6	B	18,15	W	30,25
B	15,18	W	25,21	B	5, 1	W	6, 9
B	18,22	W	9, 5	B	1, 6	W	5, 1
B	6, 9	W	1, 5	B	9,14	W	5, 1
B	22,18	W	1, 5	B	18,15	W	5, 1
B	15,10	W	1, 5	B	10, 6	W	5, 1
B	14,10	W	1, 5				

Now Black has the fourth Situation, and must consequently win.

Sixth Situation.

N° 22, 27 White Kings, 18 a White Man; 5 a Black King, 20, 21 Black Men, and White being to play may win.

W	18,14	B	5, 1	W	14, 9	B	1, 5
W	22,17	B	5,14	W	17,10	B	21,25
W	10,15	B	25,30	W	15,19	B	30,25
W	27,32	B	25,22	W	19,24	B	20,27
W	32,23						

Seventh Situation.

N° 6, 24 Black Kings; 14, 18, 23 White Kings, and either to move, White may win.

W	18,15	B	6, 1	W	14, 9	B	24,28
W	23,19	B	1, 5	W	9, 6	B	28,32
W	19,24	B	5, 1	W	24,19	*&c.*	

Eighth Situation.

N° 1, 12, 16 Black Men, 13 a Black King; 5, 6, 10 White Men, 11 a White King, and Black to play.

B	13, 9	W	11,20	B	9, 2	W	20,24
B	12,16	W	24,27	B	16,19	W	27,32
B	19,24	W	32,28	B	2, 6	W	28,19
B	6,24						

SITUATIONS FOR STROKES.

First Stroke.

ON N° 17 a Black Man, on N° 30 a Black King; 18, 27 White Kings, and White to play.

W 18,22 B 17,26 W 27,31

Second

Second Stroke.

N° 17, 27 White Kings, 18 a Black Man; 29, 30 Black Kings, and White to play.

W 17,22 B 18,25 W 27,23

Third Stroke.

N° 18, 19 White Kings, 28 a White Man; 31, 32 Black Kings, 20 a Black Man, and White to move.

W 19,24 B 20,27 W 18,22

Fourth Stroke.

N° 9, 11, 21 Black Men, 29 a Black King; 18, 24, 26, 30 White Men, and White to move.

W 18,14 B 9,18 W 26,22 B 18,25
W 24,19

Fifth Stroke.

N° 12, 21 Black Men, 27, 31 Black Kings; 20, 30 White Men, 15, 18 White Kings, and White to move.

W 30,26 B 31,22 W 18,25 B 21,30
W 20,16 B 12,19 W 15,31

Sixth Stroke.

N° 7, 23 Black Kings; 9, 13 Black Men; 8, 21, 22 White Men, 17 a White King, and White to move.

W 22,18 B 13,22 W 8, 3 B 23,14
W 3,26

Seventh Stroke.

N° 3, 13, 14 Black Men, 24 a Black King; 15, 22 White Kings, 19, 21 White Men, and White to move.

W 21,17 B 14,21 W 15,18 B 24,15
W 18,11

Eighth Stroke.

N° 1, 6, 9 Black Men, 18 a Black King; 7 a White King, 13, 15 White Men, and White to play.

W 15,10 B 6,15 W 13, 6 B 1,10
W 7,23

Ninth Stroke.

N° 6, 7 White Kings, 9 a White Man, 5 a Black Man, 14, 15 Black Kings, and White to play.

W 7,10 B 14, 7 W 6, 2 B 5,14
W 2, 9

Tenth

Tenth Stroke.

N° 2, 6, 8, 22 Black Men: 15, 27, 30, 32 White Men, and White to play.

W 15,11 B 8,15 W 30,26 B 22,31
W 32,28 B 31,24 W 28, 1

Eleventh Stroke.

N° 6, 26 White Men, 22 a White King; 7, 15 Black Kings, 21 a Black Man, and White to play.

W 22,25 B 21,30 W 6, 2 B 30,23
W 2,27

Twelfth Stroke.

N° 2 a Black Man, 27, 31 Black Kings; 10 a White Man, 14, 19 White Kings, and White to move.

W 10, 7 B 2,11 W 19,15 B 11,18
W 14,32

Thirteenth Stroke.

N° 3, 13 Black Men, 25, 26 Black Kings; 11 a White Man, 15, 16 White Kings, and White to move.

W 11, 7 B 3,19 W 16,21

Fourteenth Stroke.

N° 3 a Black Man, 26, 27 Black Kings; 11 a White Man, 15, 16 White Kings, and White to move.

W 11, 8 B 3,19 W 15,22

Fifteenth Stroke.

N° 1, 3, 5 Black Men, 25 a Black King; 10, 14, 17 White Men, 13 a White King, and White to move.

W 10, 6 B 1,10 W 14, 7 B 3,10
W 17,14 B 10,17 W 13,29 *&c.*

Sixteenth Stroke.

N° 1, 6, 7, 10, 12, 14, 15 Black Men; 19, 20, 21 22, 23, 26, 30 White Men, and White to move.

W 20,16 B 15,24 W 22,18 B 12,19
W 18, 2

Seventeenth Stroke.

N° 2, 3, 16, 23 Black Men, 14 a Black King; 1, 5 White Kings, 9, 29, 31 White Men, and Black to move.

B 23,27 W 31,24 B 16,19 W 24,15
B 14,10 W 15, 6 B 3, 7 W 29,25
B 7,10 W 25,22 B 10,14

Eighteenth

Eighteenth Stroke.

N° 10, 13, 17 Black Men, 27 a Black King; 19, 22, 26, 30 White Men, and White to play.

W 26,23 B 17,26 W 19,16 B 27,18
W 30, 7

Nineteenth Stroke.

N° 1, 6, 10, 19, 20 Black Men; 13, 15, 27, 28, 31 White Men, and White to play.

W 13, 9 B 6,13 W 15, 6 B 1,10
W 27,24 B 20,27 W 31 6

Twentieth Stroke.

N° 1, 3, 5, 6, 7, 12, 20, 21 Black Men; 14, 15, 19 23, 26, 27, 30, 32 White Men, and White to play.

W 30,25 B 21,30 W 14,10 B 7,14
W 19,16 B 12,19 W 23,16 B 30,23
W 27, 2

Twenty-first Stroke.

N° 3, 6, 10, 13, 14, 17, 19 Black Men; 7, 20, 21, 22, 26, 30 White Men, and Black to move.

B 19,23 W 26,19 B 17,26 W 30,23
B 14,18 W 23,14 B 10,17 W 21,14
B 3,17

Twenty-ſecond Stroke.

N° 2, 7, 10, 11, 12, 13, 14, 21 Black Men: 19, 20, 22, 23, 26, 30, 31, 32 White Men, and White to move.

W 20,16 B 11,20 W 19,15 B 10,19
W 23,16 B 12,19 W 22,17 B 13,22
W 26, 3

Twenty-third Stroke.

N° 3, 5, 8, 10, 11, 15, 16, 22 Black Men; 17, 18, 20, 27, 28, 29, 31, 32 White Men, and White to move.

W 31,26 B 22,31 W 18,14 B 31,24
W 14, 7 B 3,10 W 28, 3

Twenty-fourth Stroke.

N° 5, 12 Black Men, 14, 29, 32 Black Kings; 8, 9, 30, 31 White Men, 15 a White King, and White to move.

W 31,27 B 32,23 W 30,25 B 29,22
W 15,10 B 14, 7 W 8, 3 B 5,14
W 3,19

THE

THE LAWS OF CRICKET.

THE Ball muſt weigh not leſs than five Ounces and a Half, nor more than five Ounces and three Quarters.

It cannot be changed during the Game, but with Conſent of both Parties.

The Bat muſt not exceed four Inches and one Quarter in the wideſt Part.

The Stumps muſt be twenty-two Inches, the Bail ſix Inches long.

The Bowling-creaſe muſt be parallel with the Stumps, three Feet in Length, with a Return-creaſe.

The Popping-creaſe muſt be three Feet ten Inches from the Wickets; and the Wickets muſt be oppoſite to each other, at the Diſtance of twenty-two Yards.

The Party which goes from Home ſhall have the Choice of the Innings and the Pitching of the Wickets, which ſhall be pitched within thirty Yards of a Centre fixed by the Adverſaries.

When the Parties meet at a third Place, the Bowlers ſhall toſs up for the Pitching of the firſt Wicket, and the Choice of going in.

The Bowler muſt deliver the Ball with one Foot behind the Bowling-creaſe, and within the Return-creaſe; and ſhall bowl four Balls before he changes Wickets, which he ſhall do but once in the ſame Innings.

He may order the Player at his Wicket to ſtand on which Side of it he pleaſes.

The Striker is out if the Bail is bowled off, or the Stump bowled out of the Ground:

Or if the Ball, from a Stroke over or under his Bat, or upon his Hands (but not Wriſts) is held before it touches the Ground, though it be hugged to the Body of the Catcher:

Or if, in ſtriking, both his Feet are over the Popping-creaſe, and his Wicket is put down, except his Bat is grounded within it:

Or if he runs out of his Ground to hinder a Catch:

Or if a Ball is ſtruck up, and he wilfully ſtrikes it again:

Or if, in running a Notch, the Wicket is ſtruck down by a Throw, or with the Ball in Hand, before his Foot, Hand, or Bat, is grounded over the Popping-creaſe; but if the Bail is off, a Stump muſt be ſtruck out of the Ground by the Ball:

Or if the Striker touches or takes up the Ball before it has lain ſtill, unleſs at the Requeſt of the oppoſite Party:

Or if the Striker puts his Leg before the Wicket, with a Deſign to ſtop the Ball, and actually prevents the Ball from hitting his Wicket by it.

If the Players have croſſed each other, he that runs

runs for the Wicket that is put down is out; if they are not croſſed, he that has left the Wicket that is put down is out.

When the Ball has been in the Bowler's or Wicket-keeper's Hands, the Strikers need not keep within their Ground till the Umpire has called *Play*; but if the Player goes out of his Ground with an Intent to run, before the Ball is delivered, the Bowler may put him out.

When the Ball is ſtruck up in the Running-ground between the Wickets, it is lawful for the Strikers to hinder its being catched; but they muſt neither ſtrike at, nor touch the Ball with their Hands.

If the Ball is ſtruck up, the Striker may guard his Wicket either with his Bat or his Body.

In Single-wicket Matches, if the Striker moves out of his Ground to ſtrike at the Ball, he ſhall be allowed no Notch for ſuch Stroke.

The Wicket-keeper ſhall ſtand at a reaſonable Diſtance behind the Wicket, and ſhall not move till the Ball is out of the Bowler's Hand, and ſhall not, by any Noiſe, incommode the Striker; and if his Hands, Knees, Foot, or Head, be over or before the Wicket, though the Ball hit it, it ſhall not be out.

The Umpires ſhall allow two Minutes for each Man to come in, and fifteen Minutes between each Innings. When the Umpires ſhall call *Play*, the Party refuſing to play ſhall loſe the Match.

They are the ſole Judges of fair and unfair Play, and all Diſputes ſhall be determined by them.

When

When a Striker is hurt, they are to allow another to come in, and the Perſon hurt ſhall have his Hands in any Part of that Innings.

They are not to order a Player out, unleſs appealled to by the Adverſaries.

But if the Bowler's Foot is not behind the Bowling-creaſe, and within the Return-creaſe, when he delivers the Ball, the Umpire, unaſked, muſt call *No Ball.*

If the Strikers run a ſhort Notch, the Umpire muſt call *No Notch.*

BETS.

IF the Notches of one Player are laid againſt another, the Bet depends on both Innings, unleſs otherwiſe ſpecified.

If one Party beats the other in one Innings, the Notches in the firſt Innings ſhall determine the Bet.

But if the other Party goes in a ſecond Time, then the Bet muſt be determined by the Numbers on the Score.

THE GAME OF TENNIS.

A Tennis-Court is uſually ninety-ſix or ninety-ſeven Feet long, by thirty-three or four in Breadth. A Net hangs acroſs the Middle, over which

which the Ball muſt be ſtruck, to make any Stroke good. At the Entrance of a Tennis-Court there is a long covered Paſſage before you go into the Dedans, the Place where Spectators uſually are; into which, whenever a Ball is played, it counts for a certain Stroke. This long Paſſage is divided into different Departments, which are called Galleries, *viz.* from the Line towards the Dedans, is the firſt Gallery; Door, ſecond Gallery, and the laſt Gallery; which is called the Service-ſide. From the Dedans to the laſt Gallery are the Figures 1, 2, 3, 4, 5, 6, each at a Yard Diſtance, marking the Chaces, one of the moſt eſſential Parts of this Game. On the other Side the Line is the firſt Gallery; Door, ſecond Gallery, and laſt Gallery, which is called the Hazard-ſide: every Ball played into the laſt Gallery on this Side tells for a certain Stroke, the ſame as into the Dedans. Between the ſecond and this laſt Gallery are the Figures 1, 2, marking the Chaces on the Hazard-ſide. Over this long Gallery is the Pent-houſe, on which the Ball is played from the Service-ſide to begin a Set of Tennis, and if the Player fails ſtriking the Ball (ſo as to rebound from the Pent-houſe) over a certain Line on the Service-ſide, it is reckoned a Fault; two of them are counted for a Stroke. If the Ball paſſes round the Pent-houſe, on the oppoſite Side of the Court, and falls beyond a particular deſcribed Line, it is called Paſſe, goes for nothing, and the Player is to ſerve again.

On the Right-hand of the Court from the Dedans,

dans, a Part of the Wall projects more than the reſt, in order to make a Variety in the Stroke, and render it more difficult to be returned by the Adverſary, and is called The Tambour: The Grill is the laſt Thing on the Right-hand, wherein if the Ball is ſtruck, it is reckoned 15, or a certain Stroke.

A Set of Tennis conſiſts of ſix Games, but if what is called an Advantage Set is played, two ſucceſſive Games above five Games muſt be won to decide; or, in caſe it ſhould be ſix Games all, two Games muſt ſtill be won on one Side to conclude the Set.

When the Player gives his Service, in order to begin the Set, his Adverſary is ſuppoſed to return the Ball, whenever it falls after the firſt Rebound, untouched; for Example; if at the Figure 1, the Chace is called at a Yard, that is to ſay, at a Yard from the Dedans; this Chace remains till a ſecond Service is given, and if the Player on the Service-ſide lets the Ball go after his Adverſary returns it, and if the Ball falls on or between any one of theſe Figures, they muſt change Sides, for he will be then on the Hazard-ſide to play for the firſt Chace, which if he wins by ſtriking the Ball ſo as to fall, after its firſt Rebound, nearer to the Dedans than the Figure 1, without his Adverſary's being able to return it from its firſt Rebound, he wins a Stroke, and then proceeds in like Manner to win a ſecond Stroke, &c. If a Ball falls on a Line with the firſt Gallery, Door, ſecond Gallery, or laſt Gallery, the Chace is likewiſe called at ſuch or ſuch a Place, naming the Gallery, &c. When it is juſt put over the

the Line, it is called a Chace at the Line. If the Player on the Service-ſide returns a Ball with ſuch Force as to ſtrike the Wall on the Hazard-ſide, ſo as to rebound, after the firſt Hop, over the Line, it is alſo called a Chace at the Line.

The Chaces on the Hazard-ſide proceed from the Ball being returned either too hard, or not hard enough, ſo that the Ball, after its firſt Rebound, falls on this Side the Line which deſcribes the Hazard-ſide Chaces, in which Caſe it is a Chace at 1, 2, &c. provided there is no Chace depending, and according to the Spot where it exactly falls. When they change Sides, the Player, in order to win this Chace muſt put the Ball over the Line, any where, ſo that his Adverſary does not return it. When there is no Chace on the Hazard-ſide, all Balls put over the Line from the Service-ſide, without being returned, reckon.

The Game, inſtead of being marked one, two, three, four, is called for the firſt Stroke, *fifteen;* for the ſecond, *thirty;* for the third, *forty;* and for the fourth, *Game,* unleſs the Players get four Strokes each; then, inſtead of calling it *forty all,* it is called *Deuce,* after which, as ſoon as any Stroke is got, it is called *Advantage,* and in caſe the Strokes become equal again, *Deuce* again; till one or the other gets two Strokes following, to win the Game.

The Odds at this Game are very uncertain, on Account of the Chances: and various Methods of giving Odds have been uſed to render a Match equal.

A *Biſque* is the loweſt Odds given (except Choice of the Side,) and is the Liberty of ſcoring a Stroke whenever

whenever the Player, who receives the Advantage, chooſes; for Example, let a Game be forty to thirty, he who is forty by taking the *Biſque* becomes Game.

Fifteen is a Stroke given at the Beginning of a Game.

Half-thirty, is *Fifteen* given the firſt Game, and *Thirty* the Second; and ſo on to the whole *Thirty*, *Forty*, &c.

Half-Court, is confining the Player to play into the Adverſary's Half-court, and is of great Advantage to the Adverſary.

Touch no Wall, is another great Advantage given to the Adverſary.

Round Service, is ſerving the Ball round the Penthouſe.

Barring the Hazards, is not reckoning the Dedans, Tambour, Grill, or the loſt Gallery, or the Hazard-ſide, *&c. &c.*

The Odds generally laid, making Allowance for particular Circumſtances, are as follow:

The firſt Stroke being won between even Players, that is, 15 Love, the Odds are,

Of the ſingle Game	——		7 to 4
Thirty Love	——	——	4 to 1
Forty Love	——	——	8 to 1
Thirty fifteen	——	——	2 to 1
Forty fifteen	——	——	5 to 1
Forty thirty	——	——	3 to 1

The Odds of a four Game Set, when the firſt Game is won, are —— —— 7 to 4

When two Games Love —— 4 to 1

Three

Three Games Love	8 to 1
When two Games to one	2 to 1
Three Games to one	5 to 1
The Odds of a ſix Game Set, when the firſt Game is won, are	3 to 2
When two Games Love	2 to 1
Three Games Love	4 to 1
Four Games Love	10 to 1
Five Games Love	21 to 1
When two Games to one	8 to 5
Three Games to one	5 to 2
Four Games to one	5 to 1
Five Games to one	15 to 1
When three Games to two	7 to 4
Four Games to two	4 to 1
Five Games to two	10 to 1
When four Games to three	2 to 1
Five Games to three	5 to 1
The Odds of an Advantage Set, when the firſt Game is won, are	5 to 4
When two Games Love	7 to 4
Three Games Love	3 to 1
Four Games Love	5 to 1
Five Games Love	15 to 1
When two Games to one	4 to 3
Three Games to one	2 to 1
Four Games to one	7 to 2
Five Games to one	10 to 1
When three Games to two	3 to 2
Four Games to two	3 to 1
Five Games to two	8 to 1
When four Games to three	8 to 5

Five

Five Games to three	——	3 to 1
When five Games to four	——	2 to 1
When ſix Games to five	——	5 to 2

THE GAME OF QUINZE.

THIS Game is admired for the Simplicity and Fairneſs with which it is played, depending entirely upon Chance, being ſoon decided, and not requiring that Attention which moſt other Games on the Cards do, and therefore calculated for thoſe who love to ſport upon an equal Chance.

It is called Quinze, from fifteen being the Game; which muſt be made in the following Manner: Firſt, the Cards muſt be ſhuffled by the two players (for only two commonly play this Game) and when they have cut for Deal, which is the Buſineſs of him who cuts the loweſt, the Dealer has the Privilege, as at all other Games, to ſhuffle them laſt; this being done, the Adverſary cuts them, after which the Dealer gives one Card to his Adverſary, and one to himſelf; if the Adverſary does not like his Card, he has a Right to have as many Cards given to him, one after the other, as will make fifteen, or come neareſt

neareſt to it, which are uſually given from the Top of the Pack: For Example, if he ſhould have a Deuce, and draws a Five, which make ſeven, he muſt go on again, in Hopes of coming nearer to fifteen; if he draws an Eight, which makes juſt fifteen, and being Elder-hand, he is ſure of winning the Game; but if he over-draws himſelf, and makes above fifteen, he loſes, unleſs the Dealer does the ſame, in which Caſe it is a drawn Game, and they double their Stakes; thus going on till one of them has won the Game by ſtanding, and being neareſt to fifteen, &c. At the End of each Game the Cards are put up and ſhuffled, and the Players cut for Deal, the Elder-hand having the Advantage.

THE GAME OF HAZARD.

ANY Number of Perſons may play. The Perſon who takes the Box and Dice throws a Main, that is to ſay, a Chance for the Company, which muſt be above Four, and not exceed Nine, otherwiſe it is no Main, conſequently he muſt keep throwing till he brings five, ſix, ſeven, eight, or nine; this done, he muſt throw his own Chance, which may be any above three, and not exceeding ten;

ten; if he throws two Aces or Trois-ace (commonly called Crabs) he loſes his Stakes, let the Company's Chance, which we call the Main, be what it will. If the Main ſhould be ſeven, and ſeven or eleven is thrown immediately after, it is what is called a Nick, and the Caſter (the preſent Player) wins out his Stakes. If eight be the Main, and eight or twelve is thrown immediately after, it is alſo called a Nick, and the Caſter wins his Stakes. The Caſter throwing any other Number for the Main, ſuch as are admitted, and brings the ſame Number directly afterwards, it is likewiſe termed a Nick, and he alſo wins whatever Stakes he has made. Every three ſucceſſive Mains the Caſter wins, he pays half a Guinea to the Box or Furniſher of the Dice.

The Meaning of a Stake or Bett at this Game ſomewhat differs from any other. If a Perſon chooſes to lay ſome Money with the Thrower or Caſter, he muſt put his Caſh upon the Table, within a Circle which is deſcribed for that Purpoſe; when he has done this, if the Caſter agrees to it, he knocks the Box upon the Table at the Perſon's Money with whom he intends to bett, or particularly mentions at whoſe Money he throws, which is ſufficient, and he is obliged to anſwer whatever Sum is down, unleſs the Staker calls to cover; in that Caſe the Caſter is obliged to ſtake alſo, otherwiſe the Betts would be void. It is optional in the Perſon who betts with the Thrower, to bar any Throw which the Caſter may be going to caſt, provided neither of the Dice is ſeen: if one Die ſhould

ſhould be diſcovered, the Caſter muſt throw the other to it, unleſs the Throw is barred in proper Time.

The common Odds, which are abſolutely neceſſary to be underſtood, before any Body attempts to play or bett at this Game, are as follow:

If ſeven is thrown for a Main, and four the Chance, it is two to one againſt the Perſon who throws: If ſix to four is thrown, five to three: if five to four is thrown, four to three: ſeven to nine, three to two: ſeven to ſix, three to two, barring the two Trois; with the two Trois, only ſix to five: ſeven to five, three to two: ſix to five an even Bett, barring the Doublets or the two Trois; with the Trois, five to four: eight to five, an even Bett, barring the two Fours; five to four with the two Fours: nine to five, even: nine to four, is four to three: the Nick of Seven is ſeven to two, but often laid but ten to three, and five to one you do not nick Six or Eight.

To illuſtrate theſe Calculations ſtill more clearly, the following Table will be neceſſary:

TABLE *of the* ODDS.

7 to 4 is 2 to 1
6 to 4 is 5 to 3
5 to 4 is 4 to 3
7 to 9 is 3 to 2
7 to 6 { 3 to 2, barring two Trois. / 6 to 5, with the two Trois.
7 to 5 is 3 to 2

6 to

6 to 5 { even, barring two Trois.
5 to 4, with two Trois.

8 to 5 { even, barring two Fours.
5 to 4, with two Fours.

9 to 5 is even.

9 to 4 is 4 to 3.

The Nick of Seven is ſeven to two, often laid ten to three.

The Nick of Six and Eight is five to one.

It is neceſſary to be perfectly Maſter of theſe Odds, ſo as to have them as quick as Thought, in order to play the prudent Game, and to make uſe of them by way of inſuring Betts in what is called Hedging, in caſe the Chance happens to be not a likely one; for by taking the Odds a ready Calculator ſecures himſelf, and often ſtands Part of his Bett to a Certainty. For Example, if Seven is the Main, and Four the Chance, and he has five Pounds depending on the Main, by taking ſix Pounds to three, he muſt either win two Pounds or one Pound; and, on the contrary, if he does not like his Chance, by laying the Odds againſt himſelf, he muſt ſave in Proportion to the Bett he has made.

THE

GAME OF LANSQUENET.

THIS Game may be played by almoſt any Number of People, although only one Pack of Cards is uſed at a Time, that is to ſay, during the Deal. The Dealer, whom ſome think has an Advantage, begins by ſhuffling the Cards, and having them cut by any other Perſon of the Party; after which he deals out two Cards on his Left-hand, turning them up: then one for himſelf, and a fourth, which he places in the Middle of the Table, for the Company, called the *rejouiſſance* Card. Upon this Card any, or all of the Company, except the Dealer, may put their Money, which the Dealer is obliged to anſwer, by ſtaking an equal Sum to the Whole that is put upon it by different Perſons. He continues dealing, and turning the Cards upwards, one by one, till two of a Sort appear: for Inſtance, two Aces, two Deuces, &c. which in order to ſeparate, and that no Perſon may miſtake for ſingle Cards, he places on each Side of his own Card; and as often as two, three, or the fourth Card of a Sort come up, he always places them, as

before ſaid, on each Side his own. Any ſingle Card the Company has a Right to take and put their Money upon, unleſs the Dealer's own Card happens to be double, which often occurs by this Card being the ſame as one of the two Hand Cards which he firſt of all dealt out on his Left-hand: Thus he continues dealing till he brings either their Cards, or his own. As long as his own Card remains undrawn he wins; and whichever Card comes up firſt, loſes. If he draws or deals out the two Cards on his Left, which are called the Hand-Cards, before his own, he is entitled to deal again; the Advantage of which is no other, than his being exempted from loſing when he draws a ſimilar Card to his own immediately after he has turned up one for himſelf.

This Game is often played more ſimply without the *rejouiſſance* Card, giving every Perſon round the Table a Card to put their Money upon. Sometimes it is played by dealing only two Cards, one for the Dealer, and another for the Company.

MR.

MR. DEW's

TREATISE ON BILLIARDS‡;

With Inſtructions and Rules for the following Games; viz.

The White Winning Game,
The White Loſing Game.
Red or Carambole Winning Game.
The Red Loſing Game.
Fortification Billiards with Rules and Regulations for every Method of playing the Game.

IN order to play this Game well, Attention muſt be given at firſt to the Method of holding the Mace; to the Poſition in which the Player ſhould ſtand, and the Manner of delivering the Ball from the Mace; but theſe are much more eaſily acquired by Obſervation, or by the Direction of a good Player, than by any poſſible written Rules.

A Perſon who plays with his Right Hand muſt ſtand with his Left Foot foremoſt; and, on the contrary, he who is Left-handed, muſt ſtand with his Right Foot foremoſt, by which he will ſtand more ſteady and firm.

Immoderate Burſts of Paſſion, and even fretting at trifling Diſappointments in the Game, are uſually

‡ This Treatiſe may be had ſeparate, Price 1s..

found very prejudicial to the Player; his Nerves being affected, it is impoſſible for him to make the Stroke with that Steadineſs and Nicety the Game requires.

The Game uſually played is the White Winning Game.

RULES *and* REGULATIONS *to be obſerved at the* White Winning Game.

The Game is Twelve in Number.

I. WHEN you begin, ſtring for the Lead, and the Choice of Balls, if you pleaſe.

II. When a Perſon ſtrings for the Lead, he muſt ſtand within the Limits of the Corner of the Table, and likewiſe muſt not place his Ball beyond the ſtringing Nails or Spots; and the Perſon who brings his Ball neareſt the Cuſhion wins the Lead.

III. If after the firſt Perſon has ſtrung for the Lead, and his Adverſary who follows him ſhould make his Ball touch the other, he loſes the Lead.

IV. If the Player holes his own Ball, either in ſtringing or leading, he loſes the Lead.

V. If the Leader follows his Ball with either Mace or Cue paſt the middle Hole, it is no Lead; and if his Adverſary chuſes, he may make him lead again.

VI. The Striker who plays at the Lead, muſt ſtand with both his Feet within the Limits of the Corner of the Table, and muſt not place his Ball beyond

beyond the ſtringing Nails or Spots; and his Adverſary (only) is bound to ſee that he ſtands and plays fair, otherwiſe the Striker wins all the Points he made by that Stroke.

VII. When a Hazard has been loſt in either of the Corner Holes, the Leader is obliged (if his Adverſary requires it) to lead from the End of the Table where the Hazard was loſt; but if the Hazard was loſt in either of the middle Holes, it is at the Leader's Option to lead from either End of the Table he pleaſes.

VIII. If the Striker does not hit his Adverſary's Ball, he loſes one Point; and if by the ſaid Stroke his Ball ſhould go into a Hole, over the Table, or on a Cuſhion, he loſes three Points, *viz.* one for miſſing the Ball, and two for holing it, *&c.* and he loſes the Lead.

IX. If the Striker holes his Adverſary's Ball, or forces it over the Table, or on a Cuſhion, he loſes two Points.

X. If the Striker holes his own Ball, or forces it over the Table, or on a Cuſhion, he loſes two Points.

XI. If the Striker holes both Balls, or forces them over the Table, or on a Cuſhion, he loſes two Points.

XII. No Perſon hath a Right to take up his Ball without Permiſſion from his Adverſary.

XIII. If the Striker, by Accident, ſhould touch or move his own Ball, not intending to make a Stroke, it is deemed as an Accident; and his Adver-

ſary, if he requires it, may put the Ball back in the Place where it ſtood.

XIV. If the Striker forces his Adverſary's Ball over the Table, and his Adverſary ſhould chance to ſtop it, ſo as to make it come on the Table again, the Striker nevertheleſs wins two Points.

XV. If the Striker forces his own Ball over the Table, and his Adverſary ſhould chance to ſtop it, ſo as to make it come on the Table again, the Striker loſes nothing by the Stroke, and he hath the Lead: Becauſe his Adverſary ought not to ſtand in the Way, or near the Table.

XVI. If the Striker miſſes the Ball, and forces it over the Table, and it ſhould be ſtopped by his Adverſary, as before mentioned, he loſes one Point, and has the Lead, if he chuſes.

XVII. If the Striker, in playing from a Cuſhion or otherwiſe, by touching the Ball, makes his Mace or Cue go over or paſt it, he loſes one Point; and if his Adverſary requires it, he may put the Ball back, and may make him paſs the Ball.

XVIII. If the Striker, in attempting to make a Stroke, doth not touch his Ball, it is no Stroke; and he muſt try again to make a Stroke.

XIX. If when the Balls are near each other, and the Striker by Accident ſhould make his Ball touch the other Ball, it is nevertheleſs a Stroke, though not intended as ſuch.

XX. If the Striker who plays the Stroke ſhould make his Adverſary's Ball go ſo near the Brink of a Hole, as to be judged to ſtand ſtill, and afterwards

ſhould

ſhould fall into it, the Striker wins nothing; and the Ball muſt be put on the ſame Brink where it ſtood, for his Adverſary to play from the next Stroke. *N. B.* There is no Occaſion for challenging the Ball if it ſtops, as ſome Perſons imagine.

XXI. If the Striker's Ball ſhould ſtand on the Brink or Edge of a Hole, and if in playing it off he ſhould make the Ball go in, he loſes three Points.

XXII. If a Ball ſhould ſtand on the Brink or on the Edge of a Hole, and it ſhould fall into the Hole, before or when the Striker has delivered his Ball from his Mace or Cue, ſo as to have no Chance for his Stroke, in that Caſe, the Striker and his Adverſary's Balls muſt be placed in the ſame Poſition, or as near as poſſible thereto, and the Striker muſt play again.

XXIII. The Striker is obliged to paſs his Adverſary's Ball, more eſpecially if he miſſes the Ball on Purpoſe; and his Adverſary may, if he chuſes, oblige him to place the Ball where it ſtood, and play until he has paſſed.

XXIV. If the Striker plays both Balls from his Mace or Cue, ſo that they touch at the ſame Time, it is deemed a foul Stroke; and if it is diſcovered by his Adverſary, and a Diſpute ſhould ariſe thereon, he has an undoubted Right to appeal to the diſintereſted Company then preſent; and the Marker, if required, after demanding Silence, muſt go round the Table to each Perſon ſeparately, and be particularly careful to aſk, if he hath any Bett depending thereon, if he underſtands the Game, and the Na-

ture of the Diſpute then in Queſtion; and if determined by the Majority of the diſintereſted Company, and the Marker, if needful, to be a foul Stroke, then it is at his Adverſary's Option (it not holed) either to play at the Ball, or take the Lead.

But if, by the above-mentioned Stroke, his Adverſary doth not diſcover it to be a foul Stroke, then the Striker may reckon all the Points he made by the ſaid Stroke, and the Marker is obliged to mark them.

XXV. No Perſon hath a Right to diſcover to the Player whether the Stroke is fair or foul, until it is aſked.

XXVI. If by a foul Stroke the Striker ſhould hole his Adverſary's Ball, he loſes the Lead.

XXVII. If by a foul Stroke the Striker holes his own or both Balls, or forces his own or both Balls over the Table, or on a Cuſhion, he loſes two Points.

XXVIII. If the Striker plays on a Ball when it is running or moving, it is deemed as a foul Stroke. [Vide Article XXIV.]

XXIX. If the Striker plays with both Feet off the Ground, without the Permiſſion of his Adverſary, it is deemed a foul Stroke. [Vide Article XXIV.]

XXX. If the Striker plays with a wrong Ball, he loſes the Lead, if his Adverſary requires it.

XXXI. If the Balls ſhould be changed in a Hazard, or on a Game, and it is not known by which Party, the Hazard muſt be played out by each

each Party with their different Balls, and then changed.

XXXII. If the Striker plays with his Adverſary's Ball, and holes, or forces the Ball he played at over the Table, &c. it is deemed a foul Stroke. [Vide Article XXIV.]

XXXIII. If the Striker plays with his Adverſary's Ball, and holes or forces the Ball he played with over the Table, &c. he loſes two Points; and if he miſſed the Ball, three Points.

XXXIV. If the Striker plays with his Adverſary's Ball, and miſſes it, he loſes two Points; and if his Adverſary diſcovers that he hath played with the wrong Ball, he may part the Balls, and take the Lead if he pleaſes.

XXXV. In all the before-mentioned Caſes of the Striker's playing with the wrong Ball (if diſcovered) his Adverſary muſt play with the Ball the Striker played at throughout the Hazard, or part the Balls, and take the Lead.

XXXVI. Whoever ſtops a Ball when running, with Hand, Stick, or otherwiſe, loſes the Lead, if his Adverſary does not like the Ball he has to play at the next Stroke. [Vide Article XXIV.]

XXXVII. Whoever retains his Adverſary's Stick when playing, it is deemed foul. [Vide Article XXIV.]

XXXVIII. If the Striker ſtops or puts his own Ball out of its Courſe, when running towards either of the Holes, and if adjudged by the Marker, and the diſintereſted Company then preſent, to be going into a Pocket, if he miſſed the Ball, he loſes one

Point, and if going into a Hole by the ſame Stroke, three Points.

XXXIX. If the Striker ſtops or puts his Adverſary's Ball out of the Courſe when running towards or into a Hole, or puts his Adverſary's Ball into a Hole, it is deemed a foul Stroke. [Vide Article XXIV.]

N. B. If the Adverſary doth the ſame as in the foregoing Rules, he is ſubjected to the ſame Penalties as the Striker.

XL. He who ſhakes the Table when the Ball is running, makes it a foul Stroke. [Vide Article XXIV.]

XLI. He who throws his Stick upon the Table, ſo as apparently to be of any Detriment to his Adverſary, makes it a foul Stroke. [Vide Article XXIV.]

XLII. He who blows on the Ball when running, makes it foul. [Vide Article XXIV.] And if his own Ball was running towards or near the Hole, he loſes two Points.

XLIII. He who leaves the Game before it is finiſhed, and will not play it out, loſes the Game.

XLIV. Any Perſon may change his Mace or Cue in playing, unleſs otherwiſe previouſly agreed on.

XLV. When two Perſons are at play, and no particular Terms of Agreement have been made, neither Party has a Right to object to either Mace or Cue being played with in the ſaid Game.

XLVI. When the Parties agree to play Mace againſt Cue, the Mace Player hath no Right to uſe a Cue,

a Cue, nor has the Cue Player any Right to uſe a Mace during the Game or Match, without Permiſſion from his Adverſary.

XLVII. When a Perſon agrees to play with the Cue, he muſt play every Ball within his Reach with the Point thereof, and if he agrees to play with the Butt of the Cue, he has no Right to play with the Point thereof, without Permiſſion from his Adverſary.

XLVIII. When the Parties agree to play Point and Point of the Cue, neither of them have a Right to uſe a Butt during the Game or Match, without Permiſſion, &c. but they have a Right to play with the Point of a long Cue over a Mace, &c.

XLIX. When the Parties agree to play all Point with the ſame Cue, they have no Right to uſe any other during the Game or Match.

L. Whoever propoſes to part the Balls, and his Adverſary agrees to it, the Propoſer thereof loſes the Lead.

LI. Two Miſſings do not make a Hazard, unleſs it is previouſly agreed on to the contrary.

LII. In all Caſes, the Betters are to abide by the Players on the Determination of the Hazard, or on the Game; and the Betters have a Right to demand their Money when the Game is over, to prevent Diſputes.

LIII. Every Perſon ought to be very attentive, and liſten for the Stroke, before he opens the Door of a Billiard Room.

LIV. The Striker has a Right to command his

Adverſary not to ſtand facing him, nor near him, ſo as to annoy or moleſt him in the Stroke.

LV. Each Party is to attend to his own Game, and not to aſk—If his Adverſary's Ball be cloſe?—If he touches his Ball?—If he can go round the Ball?—nor any Queſtion of the like Tendency; nor is any Perſon to be ſet right, if going to play with the wrong Ball.

LVI. Thoſe Perſons who do not play muſt ſtand from the Table, and give Room for the Players to paſs round the Table, to make the Stroke.

LVII. The Parties who play ought to be particularly careful and attentive to the Hazard or the Game, more eſpecially when any Betts are depending thereon.

LVIII. No Perſon in the Room has a Right to lay more than the Odds on a Hazard or on a Game. But if he offends for Want of Knowledge of the Game, he ſhould appeal to the Marker: or to the Table of the Odds, which ought to be hung up in the Billiard Room for Inſpection.

LIX. Each Perſon who propoſes a Bett, ſhould name the Sum he intends to lay, and ſhould likewiſe be very careful not to offer a Bett when the Striker has taken his Aim, or is going to ſtrike, leſt it may diſturb or interrupt him in the Stroke.

LX. No Bett ought to be propoſed on any Stroke (at the Loſing Game eſpecially) that may be ſuppoſed to have any Tendency to leſſen or to influence the Judgment of the Player.

LXI. If any Betts are laid on the Hazard, and the Game is eleven, and the Striker loſes the Game by

by a Miſs, and ſhould afterwards go into a Hole, it cannot be a Hazard, the Game being out by the Miſs.

LXII. If *A* propoſes a Bett, which is accepted by *B*, it muſt be confirmed by *A*, otherwiſe it is no Bett.

LXIII. When four Perſons play, the Game is fifteen in Number, and each Party has a Right to conſult with and direct his Partner in any Thing reſpecting the Game, *&c.* and the Party who makes two Miſſings before a Hazard is made, is out, and it is his Partner's Turn to play; but if after the two Miſſings have been made by the Party, his Adverſary ſhould hole a Ball, ſo as to make a Hazard the Stroke following the ſaid two Miſſings have been made, yet the Party who did not make the two Miſſings is to play, as he cannot be ſuppoſed to be out who has not made a Stroke.

WHITE LOSING GAME.

Twelve in Number.

WHEN a Perſon is tolerably well acquainted with the Winning Game, he ſhould then learn the Loſing Game (the Reverſe of the Winning) which is a Key to Billiards in general. It depends entirely upon the Defence, and the Knowledge of the Degree of Strength with which each Stroke ſhould be played, either to defend or to make a Hazard: for if a Perſon who has a competent Knowledge of the Game, ſhould not have a Hazard

Hazard to play at, he muſt endeavour to lay his own Ball in ſuch a Poſition, that his Adverſary may not have one to play at the next Stroke. For a Loſing Game Hazard is much more eaſy to be made, when well underſtood, than a Winning Game Hazard is in general.

I. WHEN you begin, you muſt ſtring for the Lead, and the Choice of the Balls, the ſame as in the Rules for leading at the White Winning Game.

II. If the Striker miſſes the Ball, he loſes one; and if his Ball goes into a Hole by the ſame Stroke, he loſes three Points.

III. If the Striker holes his Adverſary's Ball, he loſes two Points.

IV. Forcing eithar or both the Balls over the Table, or on a Cuſhion, reckons nothing, and the Striker loſes the Lead.

V. If the Striker miſſes his Adverſary's Ball, and forces his own Ball over the Table, &c, he loſes one Point and the Lead.

VI. Either of the Parties forcing over either or both the Balls, reckons nothing, and the Striker loſes the Lead.

VII. If the Striker holes his own Ball, he wins two Points.

VIII. If the Striker holes both Balls, he wins four Points.

IX. If the Striker holes either of the Balls, and forces the other over the Table, &c. he loſes the Lead only.

The

The reſt of the Articles of Regulations, &c. as in the Winning Game, are likewiſe to be obſerved.

RED, OR CARAMBOLE WINNING GAME.

Sixteen in Number.

THE Red or Carambole Winning Game is full of Variety; and there being ſo many Chances in it, which make it a Game of great Uncertainty, the Odds of it are not calculated, but are generally laid according to Fancy, or to the Cuſtom of the Tables where they are uſually played at.

I. WHEN you begin, you muſt ſtring for the Stroke and the Choice of the Balls, the ſame as in the Rules for leading, &c. in the Winning Game.

II. A Red Ball is to be placed on a Spot made for that purpoſe, in the Centre between the Stringing Nails or Spots, at one End of the Table.

III. The White or the Striker's Ball is to be played from a Spot made for that Purpoſe, in the Centre between the Stringing Nails or Spots at the other End of the Table.

IV. After the firſt Striker hath played, his Adverſary is to play next, and ſo on alternately throughout the Game.

V. When the Red Ball hath been holed or forced over the Table, &c. it muſt be placed on the ſame

ſame Spot where it originally ſtood at the Beginning of the Game.

VI. When either of the White Balls has been holed, &c. it muſt be placed and played from the ſame Spot where it ſtood at the Beginning of the Game, when it is the Striker's Turn to play.

VII. If the Striker miſſes both the Balls, he loſes one Point.

VIII. If the Striker miſſes both the Balls, and holes his Ball, he loſes three Points.

IX. If the Striker hits the Red and his Adverſary's Ball with his own Ball he played with, he wins two Points; which Stroke is called a Carambole, or for Shortneſs, a Carrom.

X. If the Striker holeth his Adverſary's White Ball, he wins two Points.

XI. If the Striker holes the Red Ball, he wins three Points.

XII. If the Striker holes the Red, and his Adverſary's White Ball, by the ſame Stroke, he wins five Points. *N. B.* Two for the White, and three for the Red Ball.

XIII. If the Striker makes a Carambole, and puts his Adverſary's or the White Ball into a Hole, he wins four Points. *N. B.* Two for the Carambole, and two for the White Ball.

XIV. If the Striker makes a Carambole, and holes the Red Ball, he wins five Points. *N. B.* Two for the Carambole, and three for holing the Ball.

XV. If the Striker makes a Carambole, and holes his Adverſary's or the White Ball, and the Red

Red Ball, by the ſame Stroke, he wins ſeven Points. *N. B.* Two for the Carambole, two for the White, and three for the Red Ball.

XVI. Forcing either or all the Balls over the Table, reckons nothing.

XVII. If the Striker forces his Adverſary's, or the Red Ball over the Table, and by the ſame Stroke ſhould hole his own Ball, he loſes nothing.

XVIII. If the Striker makes a Carambole, and forces either of the Balls over the Table by the ſame Stroke, he wins nothing.

XIX. If the Striker forces the Red Ball over the Table, it muſt be immediately placed on its proper Spot.

XX. If the Striker forces either his own or his Adverſary's Ball over the Table, or one of them into a Hole by the ſame Stroke, it reckons nothing of either Side; and the Ball or Balls muſt be placed on the proper Spot to play from, when it is each Striker's Turn to play.

XXI. If the Striker, in playing a Stroke, ſhould make his Mace or Cue touch two Balls at the ſame Time, it is deemed a foul Stroke, and, if diſcovered by his Adverſary, he wins nothing for any Points he made for the Stroke; and his Adverſary, if he pleaſes, may break the Balls; that is, by parting the Balls, and playing from the proper Spot on the Red Ball, as at the Beginning of the Game. But if, by the foregoing Stroke, which is deemed foul, his Adverſary does not break the Balls, and play from the proper Spot, &c. then the Striker may reckon

reckon all the Points he made by the Stroke, and the Marker is obliged to reckon them.

XXII. No Perſon hath a Right to diſcover to the Player whether the Stroke be fair or foul, until it is aſked, unleſs they are playing a four Match; and in that Caſe, none but the Player and his Partner have a Right to aſk it.

XXIII. If the Striker holes his own Ball by a foul Stroke, he either loſes two or three Points (according to which Ball he ſtruck firſt) by the Stroke.

XXIV, If the Striker makes a Carambole, and holes his own Ball, he wins nothing for the Carambole, and loſes either two or three Points by the ſaid Stroke, according to which Ball he ſtruck firſt.

XXV. If the Striker maketh a Carambole, and forces either of the Balls over the Table, he wins nothing by the Carambole.

XXVI. If the Striker is going to play with the wrong Ball, no Perſon in the Room hath any Right to diſcover it to him, except his Partner, if they are playing a double Match.

XXVII. After a Red Ball has been holed, or forced over the Table, the preſent Striker is bound to ſee the Ball placed on the proper Spot before he ſtrikes, otherwiſe he can win no Points while the Ball is out of its Place; and the Stroke he made is deemed foul. [See Article XXI.]

XXVIII. If after a White Ball has been holed, or forced over the Table, the Striker is obliged to place his Ball on the proper Spot he is to play from, otherwiſe he can win no Points he made by the Stroke,

Stroke, which is likewiſe deemed foul. [See Article XXI.]

XXIX. If after the Striker has made a Carambole, or holed his Adverſary's or the Red Ball, he ſhould touch either of the Balls which remain on the Table with Hand, Stick, or otherwiſe, he can win no Points he made by the Stroke; and it is deemed a foul Stroke. [See Article XXI.]

XXX. If the Striker playeth with the wrong Ball, it is deemed a foul Stroke. [See Article XXI.]

XXXI. If the Striker plays with his Adverſary's or the wrong Ball, and holes the Ball he played with, he either loſes two or three Points, according to which Ball he ſtruck firſt; and it is deemed a foul Stroke. [See Article XXI.]

XXXII. If the Striker plays with his Adverſary's or the wrong Ball, and ſhould miſs both the Balls, he loſes one Point; and if the Ball ſhould go into a Hole by the Stroke, he loſes three Points; and it is deemed a foul Stroke. [See Article XXI.]

XXXIII. If either or both the Balls ſhould be upon the Line, or within the ſtringing Nails or Spots where the White Ball is originally placed, after his Adverſary's Ball is off the Table, it is called a Baulk; and the Striker, who is to play from the Spot, muſt ſtrike the oppoſite Cuſhion, to make the Ball come back again to hit one of the Balls within the Baulk; which if he does not, he loſes one Point; if he ſtrikes the White Ball firſt, and holes his own Ball, he loſes two Points; and if he ſtrikes

ſtrikes the Red Ball firſt, and holes his own Ball, he loſes three Points.

XXXIV. If the Striker holes either or both the Balls, or makes a Carambole when the Balls are within the Baulk, he wins two, three, five, or ſeven Points, according to the Stroke.

XXXV. When the Striker plays from the Spot at either of the Balls within the Baulk, he is obliged to paſs one of the Balls, otherwiſe it is no Stroke.

XXXVI. When the Striker's and the Red Ball are within the Baulk, he is not obliged to paſs the Ball.

XXXVII. In either of the Caſes of playing with the wrong Ball (if it is not diſcovered) the Striker may reckon all the Points he made by the Stroke, and the Marker is obliged to mark them.

XXXVIII. If after the Red Ball has been holed or forced over the Table, either of the White Balls ſhould lay upon or near the Spot, ſo that the Red Ball cannot be placed on its proper Spot without touching each other, the Marker muſt then hold the Red Ball in his Hand while the Striker plays at his Adverſary's Ball; and the Red Ball muſt be immediately placed on its proper Spot, ſo that it may not prevent a Carambole, &c. from being made.

XXXIX. When either of the White Balls has been holed, and the Red or the White ſhould ſtand upon or ſo near the Spot that the Striker cannot place the Ball without touching each other, the Marker

Marker muſt hold the Red Ball in his Hand, &c. [See the foregoing Rule.]

XL. If either of the Balls ſhould lay either before, behind, or on one Side of the Spot, ſo that the Striker can place his Ball without touching each other, he muſt play the Ball as he can from the Spot, neither of which Balls muſt be moved to make Way for him to play.

XLI. If the Striker ſhould touch two Balls with his Mace or Cue, it is deemed a foul Stroke. [See Article XXI.]

XLII. The Betters ought to be particularly careful in propoſing any Betts before the Stroke at this Game, that may be ſuppoſed to have any Tendency to influence the Judgment of the Player.

XLIII. No Perſon in the Room has any Right, by Signs, Geſtures, or otherwiſe, to diſcover to the Player how the Ball is to be played, whether the Stroke is in his Favour or not, or (after the Stroke hath been played) of any Error he hath committed in his Judgment; as a Stroke of the ſame Kind may happen in the ſame Hazard, or in the Game.

XLIV. Each Perſon who propoſes a Bett ſhould name the Sum he intends to lay, and ſhould likewiſe be very careful not to propoſe a Bett when the Striker hath taken his Aim, or is going to ſtrike, leſt it might diſturb or interrupt the Player in the Stroke.

The reſt of the Articles of the Regulations, &c. as in the White Winning Game, are likewiſe to be obſerved.

RED

RED OR CARAMBOLE LOSING GAME.

The Game is Sixteen in Number.

THE Red or Carambole Losing Game, requires greater Judgment than the Winning, and depends materially on the Skill of the Player; the Chances in it may happen sometimes to vary more than at the Winning Carambole Game, and especially if the Players do not properly understand the skilful Part of the Game.

I. THE Game begins in the same Manner as the Carambole Winning Game.

II. If the Striker misses both the Balls, he loses one Point.

III. If the Striker misses both Balls, and holes his own Ball by the same Stroke, he loses three Points.

IV, If the Striker hits the Red Ball first, and holes it, he loses three Points, and the Ball must be immediately replaced on its proper Spot.

V. If the Striker hits the White Ball first, and holes it, he loses two Points.

VI. If the Striker holes the White and the Red Ball by the same Stroke, he loses five Points; *viz.* two for holing the White Ball, and three for holing the Red.

VII. If the Striker makes a Carambole, and holes either his Adversary's or the Red Ball only, he wins nothing for the Carambole, and loses either

ther two or three Points, according to which Ball he ſtruck firſt.

VIII. If the Striker makes a Carambole, he wins two Points.

IX. If the Striker makes a Carambole by ſtriking the White Ball firſt, and ſhould hole his own Ball by the Stroke, he wins four Points; *viz.* two for the Carambole, and two for holing his own Ball on the White.

X. If the Striker makes a Carambole by ſtriking the Red Ball firſt, and by the Stroke ſhould hole his own Ball, he wins five Points; *viz.* two for the Carambole, and three for holing his own Ball on the Red.

XI. If the Striker makes a Carambole by ſtriking the White Ball firſt, and by that Stroke ſhould hole his own and his Adverſary's White Ball, he wins ſix Points; *viz.* two for the Carambole, two for holing his own Ball on the White, and two for holing his Adverſary's or the White Ball.

XII. If the Striker makes a Carambole by ſtriking the Red Ball firſt, and by the ſaid Stroke ſhould hole his own Ball, and his Adverſary's White Ball, he wins ſeven Points; *viz.* two for the Carambole, three for holing his own Ball on the Red, and two for holing his Adverſary's White Ball.

XIII. If the Striker makes a Carambole by ſtriking the White Ball firſt, and by the ſaid Stroke ſhould hole his own and the Red Ball, he wins ſeven Points; *viz.* two for the Carambole, two for holing his own Ball on the White, and three for holing the Red Ball.

XIV. If

XIV. If the Striker makes a Carambole by ſtriking the Red Ball firſt, and by the ſaid Stroke ſhould hole his own and the Red Ball, he wins eight Points; *viz.* two for the Carambole, three for holing his own Ball on the Red, and three for holing the Red Ball.

XV. If the Striker makes a Carambole by ſtriking the White Ball firſt, and ſhould hole his own Ball, and his Adverſary's White and the Red Ball, he wins nine Points: *viz.* two for the Carambole, two for holing his own Ball on the White, two for holing his Adverſary's White Ball, and three for holing the Red Ball.

XVI. If the Striker makes a Carambole by ſtriking the Red Ball firſt, and by the ſaid Stroke ſhould hole his own Ball, and the Red and his Adverſary's White Ball, he wins ten Points; *viz.* two for the Carambole, three for holing his own Ball on the Red, three for holing the Red, and two for holing his Adverſary's White Ball.

XVII. If the Striker holes his own Ball on the White Ball, he wins two Points.

XVIII. If the Striker holes his own Ball on the Red, he wins three Points.

XIX. If the Striker, by ſtriking the White Ball firſt, ſhould hole his own Ball and his Adverſary's White Ball, he wins four Points: *viz.* two for holing his own Ball on the White, and two for holing his Adverſary's White Ball.

XX. If the Striker, by ſtriking the Red Ball firſt, ſhould hole his own Ball and his Adverſary's White Ball, he wins five Points; *viz.* three for holing

holing his own Ball on the Red, and two for holing the White Ball.

XXI. If the Striker ſtrikes his Adverſary's White Ball firſt, and holes his own Ball and the Red, he wins five Points; *viz.* two for holing his own Ball on the White, and three for holing the Red Ball.

XXII. If the Striker ſtrikes the Red Ball firſt, and holes his own Ball, and his Adverſary's White Ball, he wins five Points; *viz.* three for holing his own Ball on the Red, and two for holing his Adverſary's on the White Ball.

XXIII. If the Striker ſtrikes his Adverſary's White Ball firſt, and holes his own Ball, and his Adverſary's White Ball, and the Red, by the ſame Stroke, he wins ſeven Points; *viz.* two for holing his own Ball on the White, two for holing his Adverſary's White Ball, and three for holing the Red Ball.

XXIV. If the Striker ſtrikes the Red Ball firſt, and holes his own Ball and the Red, and his Adverſary's White Ball by the ſame Stroke, he wins eight Points; *viz.* three for holing his own Ball on the Red, three for holing the Red Ball, and two for holing the White Ball.

XXV. If the Striker ſtrikes the Red Ball firſt, and holes his own and the Red Ball, he wins ſix Points; *viz.* three for holing his own Ball on the Red, and three for holing the Red Ball.

XXVI. The Betters ought to be particularly careful in propoſing any Betts at this Game, that

may be ſuppoſed to have any Tendency to pervert or to influence the Judgment of the Player.

N. B. The reſt of the Rules and Regulations are likewiſe to be obſerved, as in the Rules for the Carambole Winning Game, &c.

FORTIFICATION BILLIARDS.

THE Method of playing I ſhall deſcribe as nearly as poſſible: For the better comprehending which, the Editor has added two Copper Plates; the firſt ſhews how the Forts, &c. are to be placed; the other is a Plan of the Table when mounted, accurately meaſured, by which the various Angles are aſcertained, and is calculated for the experienced Player.

Firſt, There are ten Forts made of Wood, in the Form of Caſtles, which are to have Lead put in them for the Purpoſe of making them heavy, ſo that in playing the Balls they may not be moved from their Places.

In the Front of each Fort, at the Bottom, is an Arch, full wide and high enough to admit the Ball, which is to be put through it to attack the Fort. Within the Arch of each Fort a ſmall Bell is hung, which muſt be made to ring by the Adverſary's attacking Ball, otherwiſe the Fort cannot be taken.

Secondly, The Paſs through which each of the Adverſary's attacking Balls muſt paſs, before a Fort can be taken.

Laſtly, The Grand Batteries, and ten Flags or Colours.

Two

Two of the Forts, called the Grand Forts, are to be made larger than the reſt, and to have an Arch cut through them of the Size the others have.

Five of the Forts, including one of the grand Forts, one of the Batteries, and five of the Flags or Colours are uſually painted red, and the Forts and Battery are to be pointed like Brick-work, which Colour denotes them to be Engliſh; on each Fort one red Colour is to be hoiſted on the Centre of the Front thereof.

The other five Forts, grand Fort included, Battery and Colours, are to be of a white Colour; the Forts and Battery to be pointed with black like Stone, are called French, one white Colour to be hoiſted on each as before mentioned.

The Paſs, which ſerves for the Purpoſe of both Parties attacking Balls to go through, is to be made in the Form of the grand Forts, but rather longer for Diſtinction, and to have an Arch of the Size of the grand Forts, and is to be painted of different Colours; *viz.* one of the Ends where the Arch is, of a Red, to continue half way of each Side, and the ſame on the Top; the other End of the Arch is to be White, and to continue in the ſame Colour over the other Half as before.

There are likewiſe two Colours to be hoiſted on the Paſs, *viz.* one Red and the other White; the Red to be hoiſted at the Engliſh End, and the White at the French End.

The Paſs is to be placed in the Centre of the Table, the red End to face the Engliſh Forts, and the white End the French Forts.

The Limits of each Party's Quarter is from the End Cuſhion, where his Forts are placed, to his Paſs on each Side of the Table.

The Red or Engliſh Forts are to poſſeſs one End of the Table, and is called the Engliſh Quarter.

The White or French Forts are to poſſeſs the other End of the Table, and is called the French Quarter.

The two Forts in each Quarter in the firſt Angle from the Paſs, are to be taken firſt, which are therefore called the Advanced Forts.

The two Forts in the ſecond Angle are to be taken next, which are called the Reſerved Forts.

Laſtly, the grand Fort, with the Battery placed before the ſame, is the laſt to be taken.

The Height of the Advanced and the Reſerved Forts is to be five Inches and a Half, the Breadth and Length of the advanced Forts five Inches to the Square, and the Length of the Reſerved Forts are five Inches and a Half, and the Back of them to be rounded off.

The Height of the grand Forts is to be five Inches and a Half, the Breadth and Length ſix Inches and a Quarter. The Batteries are made in a triangular Form, the Height of them are three Inches, the Breadth at the Extremity are two Inches and a Half, and the Length three Inches and a Half.

The Height of the Paſs is five Inches and a Half, the Breadth ſix Inches and a Quarter, and the Length Seven Inches.

The Height of the Concave in the Forts where the

the attacking Ball muſt enter, is three Inches, the Breadth two Inches and a Half, the Depth two Inches and three Quarters.

The Bell which is to be within the Arch in each Fort, muſt be hung one Inch and a Half within it.

The Balls which are to be played with at this Game, are to be one Inch and three Eighths Diameter.

Deſcription of the Plates.

The one is a Plan for placing the Forts, &c. &c. with the Diſtances meaſured; the other is alſo a Repreſentation of the Superficies of a Billiard Table, with all the Forts and Caſtles properly placed.

a a a The Balls.
b The Paſs.
c c Advanced Forts.
d d Reſerved Forts.
f Grand Fort.
g Battery.

FORTIFICATION BILLIARDS.

The Game is Twenty in Number.

I. THE Game begins, he who ſtrikes the oppoſite Cuſhion, and brings the Ball neareſt the Cuſhion where he ſtruck from, ſhall have the firſt Stroke, and have the Red (or Engliſh Side of the Forts) and muſt commence Hoſtilities, and begin the Attack.

II. Each Party has three Balls, *viz.* one attacking Ball and two defending Balls.

III. The Balls are placed on the Spots as appears; the attacking Ball is put in the Middle, the defending Balls on each Side thereof.

IV. The Ball for the Attack on the Red (or Engliſh Side of the Forts) muſt be ſpotted with Red, and the defending Balls with ſmall black Circles.

V. The Ball for the Attack on the White (or French) Side of the Forts muſt be White, *i. e.* plain, and the two defending Balls eight black Spots on each Ball.

VI. Before you can attack any of the Forts, you muſt make the Paſs.

VII. When you have made the Paſs, you muſt take down your Adverſary's Colours, and then attack either of his advanced Forts, which muſt be taken firſt.

VIII. If after you have made the Paſs, you do not take down your Adverſary's Colours, you muſt make

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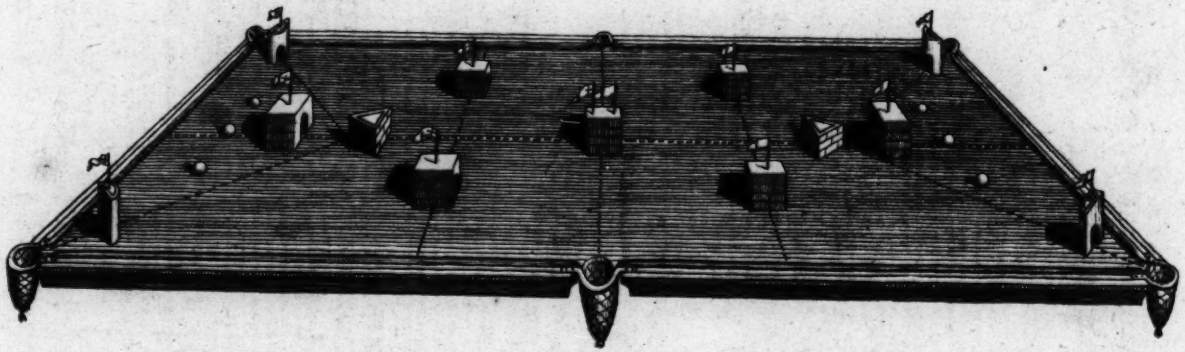
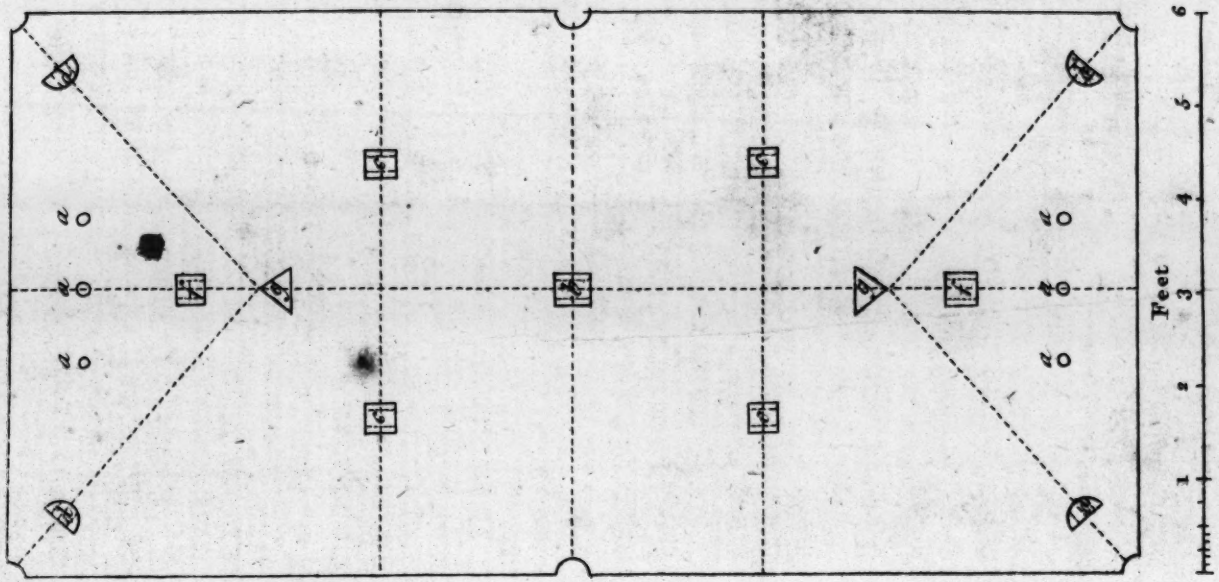
Perspective View of Fortification Billiards.



Plan of Fortification Billiards.



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make the Paſs again from your own Side of the Forts; but you muſt not return to the Spot.

IX. If you take either of your Adverſary's Forts, after you have made the Paſs, and have not taken down your Adverſary's Paſs Colours, you loſe two Points, and muſt return to your Spot again.

X. After you have regularly made the Paſs, and have taken a Fort, you muſt return to your middle Spot again.

Note. Regularly making the Paſs, is when you have taken down your Adverſary's Colours, conformable to Article VII.

XI. When you have taken a Fort, you win four Points.

XII. If you do not take down your Adverſary's Colours when you have taken his Fort, you are obliged to take the ſaid Fort again, and muſt be put back thoſe four Points you won by the ſame.

XIII. Miſſings at this Game reckon nothing.

XIV. After you have regularly made the Paſs, you are not obliged to go through it again during the Game.

XV. In each Fort there is a Bell, which gives Notice at being taken; which Bell muſt be made to ring, otherwiſe the Fort is not taken.

XVI. The Beſieged may defend his Forts, or may ſend his attacking Ball into the Aſſaulter's Quarter to attack his Forts.

XVII. The Beſieger muſt take his Adverſary's Forts with his attacking Ball.

XVIII. If the Beſieger ſhould take his Adver-

ſary's Fort with either of his defending Balls, he loſes two Points, and returns to his Spot again.

XIX. If the Striker plays with either of his Adverſary's Balls, he loſes two Points, and if he played on either of his own Balls, it muſt be put on its proper Spot again, if his Adverſary requires it.

XX. Either Party may ſend his defending Ball or Balls into his Adverſary's Quarter, if he pleaſeth.

XXI. After having taken the two advanced Forts, you muſt take the two other Forts in the next Angle, which are called the Reſerved Forts, and laſtly the Grand Fort.

XXII. He who does not take the Forts according to the above Direction, and takes either of the laſt for the firſt, loſes two Points, and muſt return to the proper Spot again.

XXIII. After a Fort hath been taken, or a Ball holed or forced over the Table, the Striker is bound to place, or to ſee the Ball placed on its proper Spot; and if he doth not, he ſhall reckon nothing for any Forts, &c. he ſhall take during the Time the Ball is out of its Place.

XXIV. After having taken a Fort, either by Storm or otherways, and his Adverſary do take the ſaid Ball out of the Fort, to place it or otherways, and although he doth not take down his Colours, nevertheleſs the ſaid Fort is deemed as taken, and the Colours are to be taken down.

N. B. Taking a Fort by Storm is, when the Party has made his utmoſt Effort to take it, and is ſo well defended and guarded by his Adverſary, ſo that he is obliged to have Recourſe to Stratagem, that

that is, by laying his Ball in a proper Angle, and ſtriking the Ball againſt the End Cuſhion, and bringing the Ball back again into his Adverſary's Fort.

XXV. If the Striker forceth either of his Adverſary's Balls into his own Fort which hath not been taken, he makes him a Priſoner of War, and wins ſix Points.

XXVI. If the Striker forces either of his Adverſary's Balls into his own Fort which hath been taken, it is no Priſoner of War, but the ſaid Striker wins two Points.

XXVII. If the Striker forces either of his Adverſary's Balls into his Adverſary's Fort, he wins two Points.

XXVIII. If the Striker holeth either of his Adverſary's Balls, or two, &c. for each Ball ſo holed he wins two Points.

XXIX. If the Striker holes his own Ball or Balls, for each Ball ſo holed he loſes two Points.

XXX. If the Striker forces his Adverſary's Ball or Balls over the Table, or on a Fort or Cuſhion, for each Ball he wins two Points.

XXXI. If the Striker forces his own Ball or Balls over the Table, or, &c. for each Ball he loſes two Points.

XXXII. If the Striker forces his Adverſary's Ball over the Table, or on a Fort or Cuſhion, or into a Hole, and regularly takes his Adverſary's Fort by the ſame Stroke, he wins ſix Points. But if by the ſame Stroke the Striker's Ball ſhould go into a Fort which hath been taken, or is out of the Angle, he loſes two Points.

XXXIII. If the Striker holes his own or his Adverſary's Ball, or forces them over the Table, or on a Fort or Cuſhion, he loſes two Points.

XXXIV. If the Striker forces his Ball into any of his own or Adverſary's Forts, which hath been taken, or into any of his Adverſary's Forts out of the Angle, he loſes two Points.

XXXV. When a Ball is holed or forced over the Table, or on, &c. ſuch Ball is to be placed on its proper Spot; but if it happens that the Spot ſhould be occupied by another Ball, in ſuch Caſe the Ball is to be placed behind it, ſo as not to touch the Ball.

XXXVI. Whoever takes a Fort after it has been regularly taken, and the Colours are down, loſes two Points.

XXXVII. When the Striker's Adverſary's Ball is out of Sight (that is, lying behind a Fort ſo that it cannot be ſeen) and the Striker hath a Fancy to ſtrike the Cuſhion firſt, and hit the ſaid Ball backwards, by giving Warning, ſaying, *I do not ſee*, if he ſhould hit the ſaid Ball he wins two Points; but if he ſhould not hit the Ball, he loſes two Points.

XXXVIII. If, by the before-mentioned Stroke, the Striker ſhould hit the Ball, and holeth his own Ball, or forces it over the Table, or on a Fort or Cuſhion, or into either of his own Forts, or into either of his Adverſary's Forts, which hath been taken ‡, or is out of the Angle, he loſeth two

‡ Out of the Angle—Vide XXI. and XXII.

Points,

Points, and ſhall reckon nothing for hitting the ſaid Ball.

XXXIX. If either of the Adverſary's Balls ſhould lay before either of the Striker's Forts, which hath not been taken, and (the ſaid Ball being out of Sight) hath a Fancy to ſtrike the Cuſhion firſt, and hit the ſaid Ball backwards, to make a Priſoner of War of his ſaid Adverſary's Ball, by ſaying, *I do not ſee*, if he hits the Ball he wins two Points, and if he makes a Priſoner of War of his Adverſary's Ball, he wins ſix Points more, and his Adverſary's Ball muſt return to its proper Spot again.

XL. When the Striker gives Warning, ſaying, *I do not ſee*, his Adverſary, or the diſintereſted Company, have a Right to be Judges thereof, or the Marker, if any Diſpute ſhould ariſe thereon.

XLI. If the Striker holes, or, &c. either of his Adverſary's defending Balls, it is at his Adverſary's Option to place the ſaid Ball on either of the proper Spots, if they are both vacant.

XLII. Whoever toucheth both Balls with Mace or Cue, it is deemed a foul Stroke; therefore he cannot reckon any Points he made by the ſaid Stroke, if it is diſcovered and proved to be ſo by the diſintereſted Company and the Marker; but if it is not diſcovered, the Marker is obliged to reckon all the Points made by the Stroke. But if the ſaid Stroke is proved to be foul, then it is at his Enemy's Option either to break the Balls, or to make him return to his proper Spot again.

XLIII. If the Striker makes a foul Stroke, and

holes his own Ball, or forces it over the Table, &c. he loſes two Points for each of his own Balls ſo holed or forced over the Table; and it is at his Adverſary's Option to part the Balls, if he pleaſes.

XLIV. If the Striker moves the Ball, it muſt be put back to the proper Place it was moved from.

XLV. Whoever blows on his Enemy's or on his own Ball when running, it is deemed foul. [See Art. XLII.]

XLVI. If the Striker, by blowing on his own Ball, ſhould put it out of its proper Courſe, eſpecially when running near a Hole, he loſes two Points; and it is deemed foul. [See Art. XLII.]

XLVII. Whoever ſtops a Ball with Stick or otherwiſe after the Stroke, it is deemed foul. [See Art. XLII.]

XLVIII. Whoever plays with both Feet off the Ground, without Permiſſion from his Enemy, it is deemed foul. [See Art. XLII.]

XLIX. Whoever plays upon a Ball when running, it is deemed foul. [See Art. XLII.]

L. Whoever retains his Adverſary's Stick when playing, loſeth two Points; beſides it is foul. [See Art. XLII.]

LI. Whoever gets the firſt twenty Points, each Fort being regularly taken is four Points, wins the Game.

LII. When four Parties play a double Match, he who plays before his Turn loſes two Points.

N. B. The reſt of the neceſſary Rules and Regulations are to be found in the Rules, &c. of the White Winning Game.

ODDS

ODDS AT BILLIARDS.

Equal Players.

1	Love	is	5	to	4		
2	—	—	3	—	2		
3	—	—	7	—	4		
4	—	—	2	—	1		
5	—	—	5	—	2		
6	—	—	4	—	1		
7	—	—	9	—	2		
8	—	—	10	—	1		
9	—	—	11	—	1		
10	—	—	36	—	1		
11	—	—	40	—	1		

2	to	1	is	4	to	3	
3	—	—		3	—	2	
4	—	—		7	—	4	
5	—	—		2	—	1	
6	—	—		7	—	2	
8	—	—		9	—	1	
9	—	—		10	—	1	
10	—	—		32	—	1	
11	—	—		36	—	1	

3	to	2	is	5	to	4	
4	—	—		8	—	5	
5	—	—		9	—	5	
6	—	—		3	—	1	
7	—	—		7	—	2	
8	—	—		6	—	1	
9	—	—		7	—	1	
10	—	—		21	—	1	
11	—	—		22	—	1	

4	to	3	is	7	to	5	
5	—	—		8	—	5	
6	—	—		5	—	2	
7	—	—		3	—	1	
8	—	—		5	—	1	
9	—	—		6	—	1	
10	—	—		20	—	1	
11	—	—		21	—	1	

5 to

5	to 4 is	5	to	4
6	— —	7	—	4
7	— —	2	—	1
8	— —	4	—	1
9	— —	9	—	2
10	— —	21	—	2
11	— —	12	—	1

6	to 5 is	3	to	2
7	— —	7	—	4
8	— —	3	—	1
9	— —	4	—	1
10	— —	9	—	1
11	— —	21	—	2

7	to 6 is	4	to	3
8	— —	2	—	1
9	— —	5	—	2
10	— —	5	—	1
11	— —	11	—	2

8	to 7 is	7	to	4
9		2		1
10		9		2
11		5		1

9	to 8 is	5	to	4
10		11		4
11		3		1

10	to 9 is	9	to	4
11		5		2

11 to 10 or according to the Stroke.

When

When a Perſon who gives One Point to another, is,

1	All	is	5	to	4
2	to	1	—	3	—	2
3	—	—	7	—	4
4	—	—	2	—	1
5	—	—	5	—	2
6	—	—	4	—	1
7	—	—	9	—	2
8	—	—	10	—	1
9	—	—	11	—	1
10	—	—	36	—	1
11	—	—	40	—	1

2	All	is	5	to	4
3	to	2	—	3	—	2
4	—	—	7	—	4
5	—	—	2	—	1
6	—	—	7	—	2
7	—	—	4	—	1
8	—	—	9	—	1
9	—	—	10	—	1
10	—	—	25	—	1
11	—	—	26	—	1

3	All	is	5	to	4
4	to	3	—	3	—	2
5	—	—	7	—	4
6	—	—	3	—	1
7	—	—	7	—	2
8	—	—	6	—	1
9	—	—	13	—	2
10	—	—	21	—	1
11	—	—	22	—	1

4	All	is	5	to	4
5	to	4	—	7	—	5
6	—	—	2	—	2
7	—	—	11	—	5
8	—	—	9	—	2
9	—	—	5	—	1
10	—	—	12	—	1
11	—	—	13	—	1

5	All	is	5	to	4
6	to	5	—	8	—	5
7	—	—	9	—	5
8	—	—	4	—	1
9	—	—	9	—	2
10	—	—	10	—	1
11	—	—	11	—	1

6	All	is	6	to	5
7	to 6	--	7	--	5
8	--	--	5	--	2
9	--	--	11	--	4
10	--	--	11	--	2
11	--	--	6	--	1

7	All	is	6	to	5
8	to 7	--	9	--	5
9	--	--	9	--	4
10	--	--	5	--	1
11	--	--	11	--	2

8	All	is	7	to	6
9	to 8	--	4	--	3
10	--	--	3	--	1
11	--	--	7	--	2

9	All	is	7	to	6
10	to 8	--	5	--	2
11	--	--	11	--	4

10 All is 8 -- 7
11 to 10; or according to the Stroke.

When a Perſon who gives Two Points to another, is,

1	to 2	is	5	to	4
2	All	--	3	--	2
3	to 2	--	7	--	4
4	--	--	2	--	1
5	--	--	5	--	2
6	--	--	4	--	1
7	--	--	9	--	2
8	--	--	10	--	1
9	--	--	11	--	1
10	--	--	31	--	1
11	--	--	32	--	1

3	to 2	is	7	to	4
4	--	--	2	--	1
5	--	--	5	--	2
6	--	--	4	--	1
7	--	--	9	--	2
8	--	--	10	--	1
9	--	--	21	--	1
10	--	--	30	--	1
11	--	--	31	--	1

3	All is		3	to	2
4	to 6	--	7	--	4
5	--	--	2	--	1
6	--	--	7	--	2
7	--	--	4	--	1
8	--	--	9	--	1
9	--	--	10	--	1
10	--	--	26	--	1
11	--	--	27	--	1

4	All is		7	to	5
5	to 4	--	8	--	5
6	--	--	5	--	2
7	--	--	11	--	4
8	--	--	5	--	1
9	--	--	11	--	2
10	--	--	20	--	1
11	--	--	21	--	1

5	All is		7	to	5
6	to 5	--	7	--	4
7	--	--	2	--	1
8	--	--	9	--	2
9	--	--	5	--	1
10	--	--	15	--	1
11	--	--	16	--	1

6	All is		4	to	3
7	to 6	--	3	--	2
8	--	--	5	--	2
9	--	--	3	--	1
10	--	--	11	--	2
11	--	--	6	--	1

7	All	--	4	to	3
8	to 7	--	2	--	1
9	--	--	5	--	2
10	--	--	5	--	1
11	--	--	11	--	2

8	All is		5	to	4
9	to 8	--	7	--	5
10	--	--	3	--	1
11	--	--	7	--	2

9	All is		5	to	4
10	to 9	--	11	--	4
11	--	--	3	--	1

10 All is 6 to 5
11 to 10; or according to the Stroke.

When

When a Perſon who gives Three Points to another, is,

1	to	3	is	5	to	4	6	All	is	3	to 2
2	--	--	--	3	--	2	7	to	6	7	-- 4
3	All			7	--	4	8	--	--	7	-- 2
4	to	3	--	1	--	1	9	--	--	4	-- 1
5	--	--	--	5	--	2	10	--	--	6	-- 1
6	--	--	--	4	--	1	11	--	--	13	-- 2
7	--	--	--	9	--	2					
8	--	--	--	10	--	1	7	All	is	3	to 2
9	--	--	--	11	--	1	8	to	7	5	-- 2
10	--	--	--	21	--	1	9	--	--	3	-- 1
11	--	--	--	22	--	1	10	--	--	11	-- 2
							11	--	--	6	-- 1
4	All		is	8	--	5					
5	to	4	--	9	--	5	8	All	is	4	to 2
6	--	--	--	3	--	1	9	to	8	3	-- 2
7	--	--	--	7	--	2	10	--	--	7	-- 2
8	--	--	--	7	--	1	11	--	--	4	-- 1
9	--	--	--	8	--	1					
10	--	--	--	20	--	1	9	All	is	4	to 3
11	--	--	--	21	--	1	10	to	9	3	-- 1
							11	--	--	7	-- 2
5	All		is	8	--	5					
6	to	5	--	5	--	2	10	All	is	5	to 4
7	--	--	--	3	--	1	18	to 10; or according to the Stroke.			
8	--	--	--	6	--	1					
9	--	--	--	13	--	2					
10	--	--	--	19	--	1					
11	--	--	--	20	--	1					

When

When a Perſon who gives Four Points to another, is.

1	to 4	is	5	to	4	7	All	is	7	to	4
2	—	—	3	—	2	8	to 7		4		1
3	—	—	7	—	4	9			9		2
4	—	—	2	—	1	10			13		1
5	—	—	5	—	2	11			14		1
6	—	—	4	—	1						
7	—	—	9	—	2	8	All	is	8	to	5
8	—	—	8	—	1	9	to 8		9		5
9	—	—	9	—	1	10			4		1
10	—	—	26	—	1	11			9		2
11	—	—	27	—	1						
						9	All	is	8	to	5
5	All	is	2	to	1	10	to 9		7		2
6	to 5	—	7	—	2	11			4		1
7	—	—	4	—	1						
8	—	—	7	—	1	10	All	is	3	to	2
9	—	—	8	—	1	11	to 10 according to the Stroke.				
10	—	—	24	—	1						
11	—	—	25	—	1						
6	All	is	7	to	4						
7	to 6	—	2	—	1						
8	—	—	5	—	1						
9	—	—	11	—	2						
10	—	—	15	—	1						
11	—	—	16	—	1						

When

When a Perſon who gives Five Points to another, is,

1	to 5	is	5	to	4	7	All	is	5	to	2
2	—	—	3	—	2	8	to 7		4		1
3	—	—	7	—	4	9			11		4
4	—	—	2	—	1	10			13		1
5	—	—	5	—	2	11			14		1
6	—	—	4	—	1						
7	—	—	9	—	2	8	All	is	2	to	4
8	—	—	8	—	1	9	to 8		5		2
9	—	—	9	—	1	10			11		4
10	—	—	24	—	1	11			6		1
11	—	—	25	—	1						
						9	All	is	2	to	1
6	All	is	5	to	2	10	to 9		4		1
7	to 6		3		1	11			11		2
8			11		1						
9			6		1	10	All	is	8	to	5
10			14		1	11	to 10 or according to the Stroke.				
11			15		1						

When a Perſon who gives Six Points to another, is,

6	All	is	3	to	1	7	All	is	3	to	1
7	to 6		7		2	8	to 7		11		2
8			6		1	9			6		1
9			7		1	10			14		1
10			15		1	11			15		1
11			16		1						

8 All

8	All	is	5	to	2
9	to 8		11		4
10			6		4
11			7		1

9	All	is	5	to	2
10	to 9		5		1
11			6		1

10 All is 2 to 1
11 to 10 or according to the Stroke.

When a Perſon who receives One Point from another, is,

2	Love	is	4	to	3
3	——		3	—	2
4	——		7	—	4
5	——		2	—	1
6	——		7	—	2
7	——		4	—	1
8	——		9	—	1
9	——		10	—	1
10	——		35	—	1
11	——		36	—	1

When a Perſon who receives Two Points from another, is,

3	Love	is	5	to	4
4	——		8	—	5
5	——		9	—	5
6	——		3	—	1
7	——		7	—	2
8	——		8	—	1
9	——		9	—	1
10	——		26	—	1
11	——		27	—	1

When a Perſon who receives Three Points from another, is,

4	Love	is	7	to	5
5	——		8	—	5
6	——		11	—	4
7	——		8	—	1
8	——		7	—	1
9	——		8	—	1
10	——		25	—	1
11	——		26	—	1

When

When a Perſon who receives Four Points from another, is,

5	Love	is	7	to	5
6	——		2	—	1
7	——		5	—	2
8	——		6	—	1
9	——		7	—	1
10	——		15	—	1
11	——		16	—	1

When a Perſon who receives Five Points from another, is,

6	Love	is	7	to	4
7	——		2	—	1
8	——		5	—	1
9	——		6	—	1
10	——		14	—	1
11	——		15	—	1

When a Perſon who receives Six Points from another, is,

7	Love	is	3	to	2
8	——		4	—	1
9	——		5	—	1
10	——		11	—	1
11	——		12	—	2

When a Perſon who receives Two Points from another, is,

4	to	2	is	6	to 5
5	—			4	— 3
6	—			5	— 2
7	—			3	— 1
8	—			5	— 1
9	—			11	— 2
10	—			18	— 1
11	—			19	— 1

When a Perſon who receives Two Points from another, is,

6	to	4	is	4	to 3
7	—			3	— 2
8	—			3	— 1
9	—			7	— 2
10	—			9	— 1
11	—			10	— 1

When a Perſon who receives Two Points from another, is

8	to	6	is	3	to 2
9	—			7	— 4
10	—			4	— 1
11	—			9	— 2

When

When a Perſon who receives Two Points from another, is,

10	to	8	is	3	to 1
11				5	2

When a Perſon who receives Four Points from another, is,

7	to	4	is	equal.	
8	—	—		2	to 1
9	—	—		5	— 2
10	—	—		7	— 1
11	—	—		8	— 1

When a Perſon who receives Four Points from another, is,

8	to	6	is	equal.	
9	—	—		5	to 4
10	—	—		3	— 1
11	—	—		7	— 2

When a Perſon who receives Four Points from another, is,

10	to	8	is	3	to 2
11				7	4

When a Perſon who receives Four Points from another, is,

10	to	9	is	5	to 4
11				3	2

When a Perſon who receives Six Points from another, is,

10	to	7	is	7	to 4
11				2	1

When a Perſon who receives Six Points from another, is,

11	to	8	is	4	to 3

The Odds of a Hazard, when One Point is given, is according to the Stroke,

When	2	are given	6	to	5
—	3	—	5	—	4
—	4	—	3	—	2
—	5	—	8	—	5
—	6	—	2	—	1

The

The full Odds that one Perſon does not get Two Hazards following, is

3	Hazards	ditto	3	to	1
4	——	——	7	—	1
5	——	——	15	—	1
6	——	——	31	—	1
			63	—	1

THE GAME OF GOFF, OR GOLF,

THE favourite Summer Amuſement in Scotland, is played with Clubs and Balls. The Club is taper, terminating in the Part that ſtrikes the Ball, which is faced with Horn, and loaded with Lead. But of this there are ſix Sorts uſed by good Players; namely, the *Common Club*, uſed when the Ball lies on good Ground; the *Scraper* and *Half Scraper*, when in long Graſs; the *Spoon*, when in a Hollow; the *Heavy Iron Club*, when it lies deep amongſt Stones or Mud; and the *Light Iron ditto*, when on the Surface of chingle or ſandy Ground.

The Balls are conſiderably ſmaller than thoſe uſed at Cricket, but much harder; they are made of

of Horſe Leather, ſtuffed with Feathers in a peculiar Manner, and boiled.

The Ground may be circular, triangular, or a ſemicircle. The Number of Holes are not limited; that always depends on what the Length of the Ground will admit. The general Diſtance between one Hole and another is about a Quarter of a Mile, which commences and terminates every Game; and the Party who gets their Ball in by the feweſt Number of Strokes are the Victors.

Two, four, ſix, eight, or as many as chooſe, may play together; but what is called the good Game never exceeds four; that Number being allowed to afford beſt Diverſion, and not ſo liable to Confuſion as ſix, eight, ten, or twelve might be.

The more riſing or uneven the Ground, requires the greater Nicety or Skill in the Players: on which Account it is always given the Preference to by Proficients.

Light Balls are uſed when playing with the wind, and heavy ones againſt it.

At the Beginning of each Game the Ball is allowed to be elevated to whatever Height the Player chooſes, for the Convenience of Striking; but not afterwards. This is done by Means of Sand or Clay, called a *Teeing*.

The Balls which are played off at the Beginning of the Game muſt not be changed until the next Hole is won, even if they ſhould happen to burſt.

When a Ball happens to be loſt, that Hole is loſt to the Party.

If a Ball ſhould be accidentally ſtopped, the Player is allowed to take his Stroke again.

Suppoſe four are to play the Game, *A* and *B* againſt *C* and *D*, each Party having a Ball, they proceed thus:

A ſtrikes off firſt—*C* next; but perhaps does not drive his Ball above half the Diſtance *A* did, on which Account *D*, his Partner, next ſtrikes it, which is called *one more*, to get it as forward as that of their Antagoniſts, or as much beyond it as poſſible; if this is done, then *B* ſtrikes *A*'s Ball, which is called playing *the Like*, or equal, of their Opponents. But if *C* and *D*, by their Ball being in an awkward Situation, ſhould not be able, by playing *one more*, to get it as forward as *A*'s, they are to play, in turn, *two*, *three*, or as many more until that is accompliſhed, before *B* ſtrikes his Partner's Ball; which he calls *one to two*, or *one to three*, or as many Strokes as they required to get to the ſame Diſtance as *A* did by his once playing. The Ball is ſtruck alternately if the Parties are equal, or nearly ſo.

*** The Binder is to put the Plate after Page 270.

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